

# WHEEL of FORTUNE



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Manual Part No: 990510  
Machine Part No: 920847



# 1 PLAYER WHEEL OF FORTUNE OPERATOR'S MANUAL

Machine Part Number: 920847  
Manual Part Number: 990510 Issue 1

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1. **IT IS ESSENTIAL THAT ONLY SUITABLY QUALIFIED PERSONNEL CARRY OUT MAINTENANCE AND REPAIR OPERATIONS.**
2. **TO PREVENT INJURY AND ELECTRIC SHOCK, SWITCH OFF AND DISCONNECT ALL ELECTRICAL POWER SUPPLIES BEFORE OPENING DOORS AND PANELS AND STARTING WORK ON THE MACHINE.**
3. **TO PREVENT ELECTRIC SHOCK DURING OPERATION, A SECURE, GROUNDED ELECTRICAL PLUG MUST BE FITTED.**
4. **USE ONLY THE SPECIFIED ELECTRICAL FUSES SHOWN IN THE PARTS LIST. REPLACEMENT FUSES MUST MATCH THOSE TO BE REPLACED IN FUSE TYPE AND RATING. THE FUSE COVER (WHERE APPLICABLE) MUST BE IN PLACE BEFORE SWITCHING THE MACHINE ON.**
5. **TO MAINTAIN THE SAFE AND EFFICIENT OPERATION OF THE MACHINE, USE ONLY PARTS THAT HAVE BEEN SUPPLIED BY CROMPTONS, OR ARE CROMPTONS APPROVED.**
6. **THIS MACHINE IS INTENDED FOR INDOOR USE ONLY.**

#### **CAUTION**

1. **MANY ELECTRICAL PLUGS ARE KEYED TO FIT ONE WAY. NOTE ORIENTATION BEFORE REMOVAL.**
2. **BEFORE HANDLING A PCB OR ITS COMPONENT PARTS, TAKE FULL ANTI-STATIC PRECAUTIONS.**
3. **WAIT FOR AT LEAST ONE MINUTE AFTER SWITCHING THE MACHINE OFF, TO ENABLE THE CAPACITORS TO FULLY DISCHARGE BEFORE SWITCHING BACK ON. FAILURE TO DO SO MAY RESULT IN A LOSS OF FUNCTIONALITY.**



## Introduction

This manual is intended to act as a guide to the operation of the machine. The list of contents shows the layout of the manual. Should repairs be necessary, there is a Parts List of components that are normally considered replaceable. Recommendations are made throughout the manual and it is essential that these be followed for safety reasons.

### 1.1 Warnings, Cautions and Notes

- “WARNING”:  
refers to essential safety precautions that must be taken to avoid a potential hazard to health.
- “CAUTION”:  
refers to precautions that must be taken to avoid damage to the equipment.
- “NOTE”:  
refers to advisory information, normally to assist in performing tasks.

### 1.2 SAFETY PRECAUTIONS

The following general Safety Precautions apply to all Operators and Engineers and must be complied with at all times. More specific warnings and cautions are also provided in the manual where they apply.

### 1.3 Abbreviations and Terms

Units used are the standard SI units, e.g. grams “g”, volts “V”, etc

#### Abbreviations

Assy.	Assembly
CW	Clockwise
DIP	Dual In-line Package
EMC	Electro Magnetic Compatibility.
GRP	Glass Reinforced Plastic.
ICE	Innovative Concepts in Entertainment
JST	Japanned Solderless Terminal
LED	Light Emitting Diode.
PCB	Printed circuit board.
PSU	Power supply unit.
TBD	To be done.
LH	Left Hand
RH	Right Hand

#### Terms

Coin	Coin or Token
Fixings	Small pieces of metalwork, etc used for assembly
Slug	Counterfeit coin or token

## 2.0 GAME PLAY & DESCRIPTION

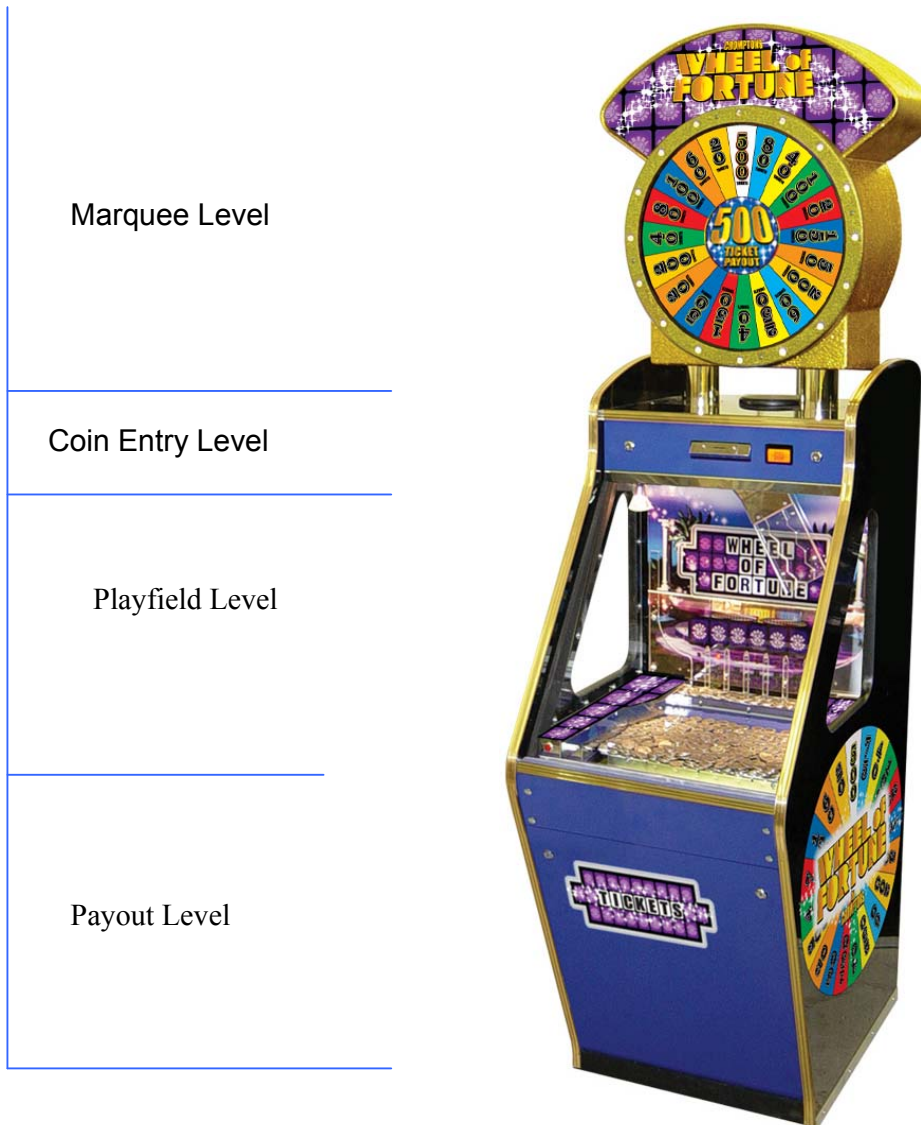


Figure 1- General View of Wheel of Fortune

### 2.1 General Description

The Wheel of Fortune can be divided into 4 separate levels as shown in Figure 1. Each level contains assembly of components that at times may require adjustments and maintenance.

2.2

**GAME PLAY**



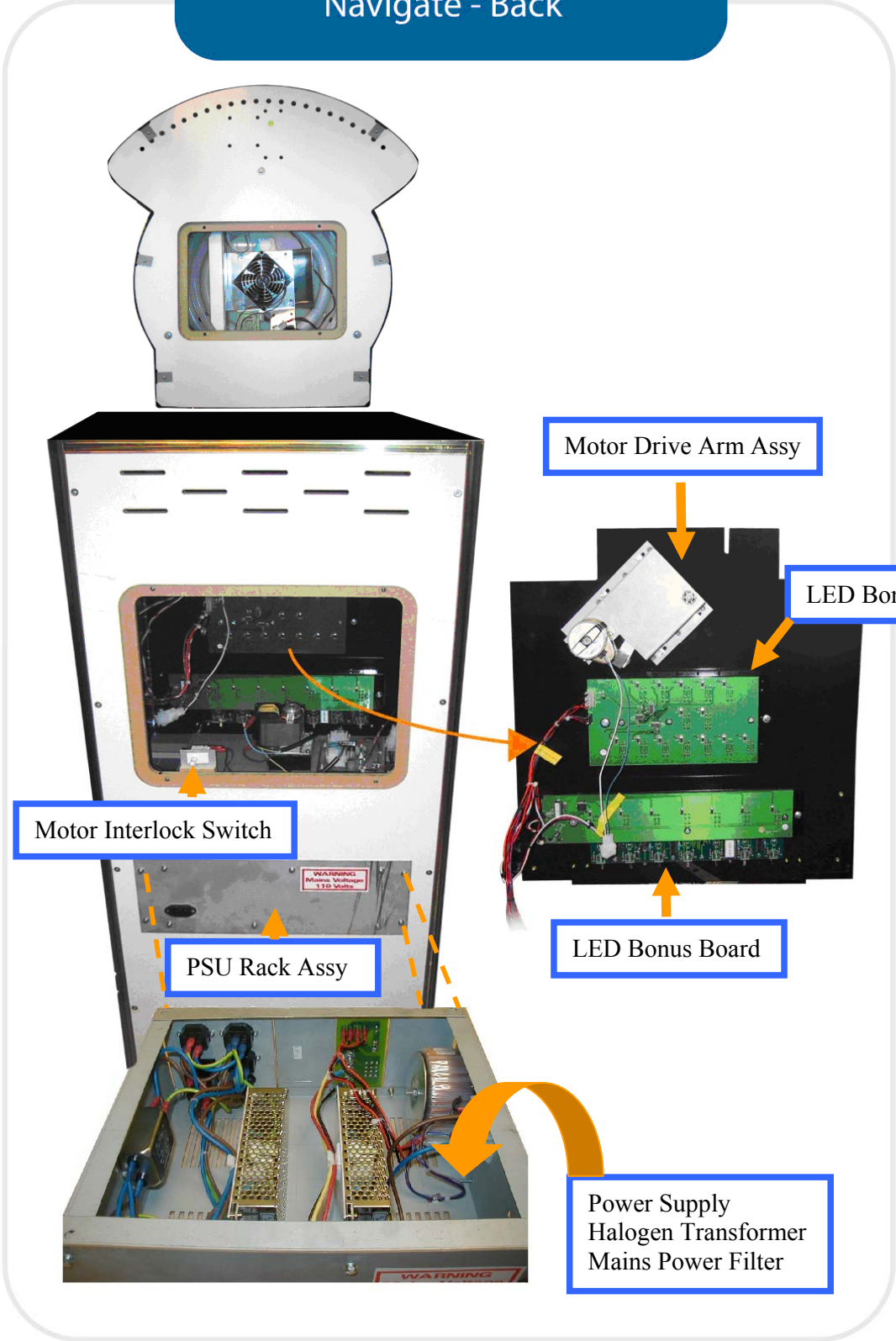


# Navigate - Front

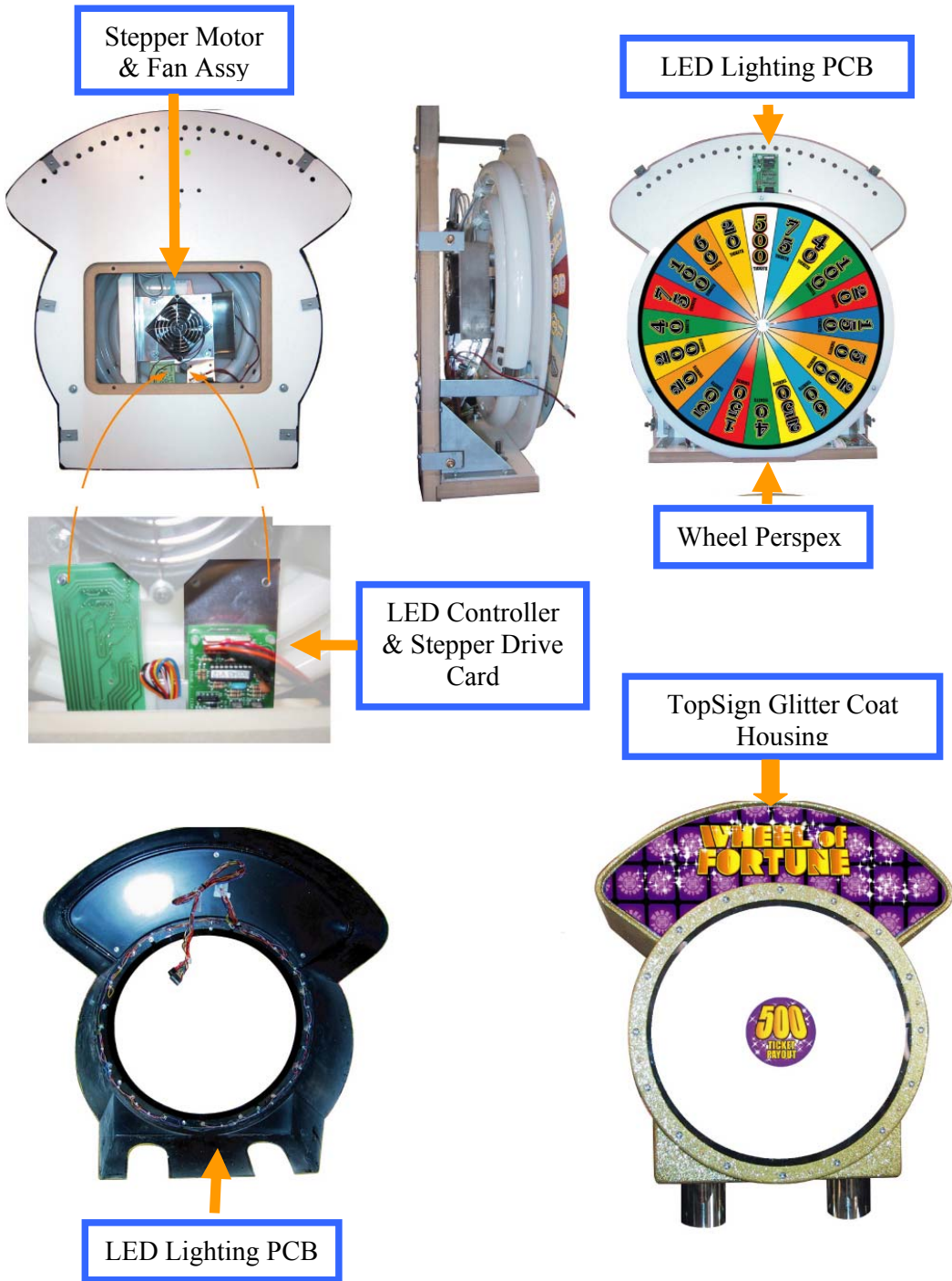




Navigate - Back



**Navigate - Topsign**



## Installation & Setup

### 3.1 Installation

- i. Remove the machine from the shipping crate and check that it is complete. Any special instructions and the entry keys are attached to the outer surface of the machine. Ensure that all transit packing is removed from outside and inside the machine. Close and lock all doors and panels.
- ii. The machine must be installed for use on a stable, level surface. It must not be exposed to extremes of temperature or high humidity. Ensure that the mains electrical supply is grounded and complies with the specification shown on the Identification Label (normally located on the side of the machine). Ensure the switch on the electrical socket is set to "ON". Connect to the mains electrical supply using a readily accessible disconnect device, and switch on the supply, starting the machine. The power switch is located in the payout level of the machine, (see page 19)
- iii. Check that all lights are working and that the pusher box is moving smoothly. When the machine appears to be functioning correctly, set up the playfields as follows.
- iv. Check that the skill arm is working correctly (see page 7, Game Play)

### 3.2 Setting-Up the Playfield with Coins

The following set-up procedure is recommended before the machine is played:-

- i. To "float-up" the play area, turn the machine on, open the glass access door and spread approximately 720 coins evenly over the Playfield.
- ii. To settle the machine ready for play, feed approximately another 720 coins evenly onto the playfield through the Coin Entry.
- iii. Open the Payout door and fill the Ticket Dispenser.

### 3.3 Pre-Operation Checks

- i. Visually check that the playfield is correctly set up with Coins.
- ii. Open the Payout Door and visually check the and Ticket Dispenser is full.
- iii. Set the Sound Volume to the desired level (Figures 3).
- iv. Feed several Coins into the Coin Slot and visually check that the Coins fall onto the Playfield correctly.
- v. Check that the Coin Entry sound is triggered each time a Coin is entered.
- vi. Check the operation of the skill stop arm by pressing the button to stop the arm.

**CAUTION:**  
**DO NOT FILL THE COUNT  
HOPPER WITH COINS AS THE  
MACHINE WILL PAYOUT  
INCORRECTLY**

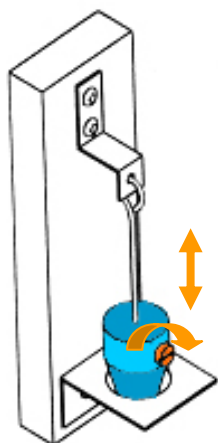
## 4.0 Security

The machine uses three separate tilt mechanisms to enhance security:

The Alarm is a continuous two tone sound that lasts for approximately 8-10 seconds.

The machine is protected by three different tilt mechanisms - the Tilt Bob, the Slam Tilt and the Intelligent Tilt™. The settings of each can be adjusted to alter their sensitivity.

Please note that these settings are critical to ensure game play – they must be set sensitively enough to protect the machine, but if they are set too sensitively, game play will be adversely affected.



### 4.1 TILT BOB MECHANISM ADJUSTMENT.

The Tilt Bob is housed in the coin entry level of the machine.

It operates under gravity by making contact between the metal frame and the free-swinging bob if the machine is tilted beyond a pre-determined angle.

To set the tilt angle, loosen the Locking Screw on the side of the bob. The bob can then be moved up the shaft to increase the operating angle or down the shaft to decrease the angle. Ensure that the Locking Screw is tightened following adjustment.

**Tilt Bob Mechanism**

## 4.2 INTELLIGENT TILT™ ADJUSTMENT

The piezo-electric sensors and associated PCBs are secured to the underside of the Win Chutes.

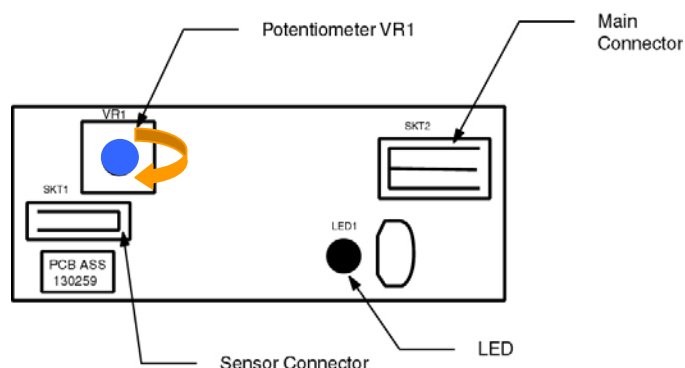
The sensitivity of the Intelligent Tilt mechanism can be adjusted by turning the potentiometer VR1 on the Intelligent Tilt PCB.

Turning the potentiometer anti-clockwise increases sensitivity, and turning it clockwise decreases sensitivity.

To test for correct function:

1. Remove the Glass Door from the Play Section.
2. Position a coin at the edge of the Playfield, as far away from the Coin Fall Detector as possible (to check for maximum sensitivity).
3. Gently push the coin over the edge so that it drops into the win chute, as it would do in normal play.
4. As the coin enters the win chute, visually check that the LED on the PCB lights, indicating that the coin has been detected. This will not cause the alarm to sound.

If the LED does not light, turn the potentiometer anti-clockwise slightly and repeat the test.

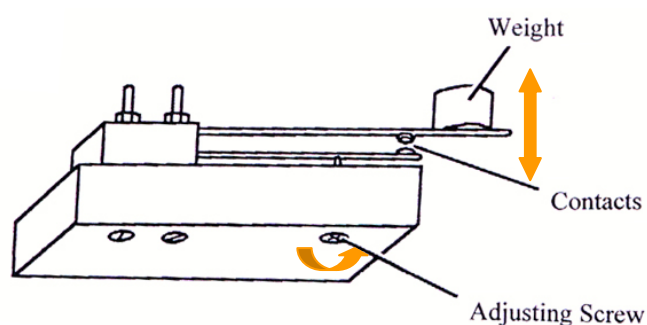


## 4.3 SLAM TILT ADJUSTMENT

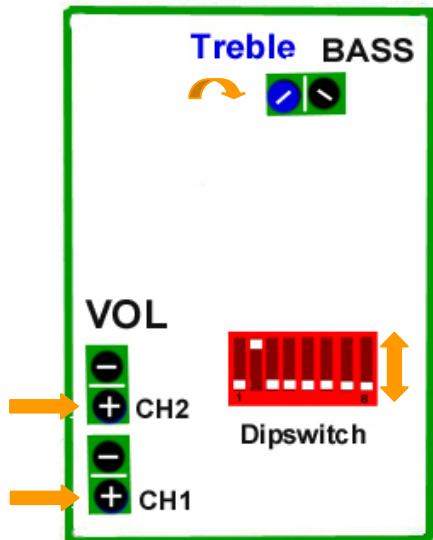
The Slam Tilt Switches comprise an adjustable switch with a weight mounted on a sprung arm.

The switch operates if the machine is struck with enough force to move the weight and close the electrical contacts.

Tightening the Adjusting Screw reduces the gap between the contacts and makes the switch more sensitive.



## 5.0 Programmer & Dipswitch Settings



Sound Card

### 5.1 SOUND PCB – DIPSWITCH SETTINGS

A Dipswitch unit mounted on the Sound PCB is used to control the “Attract Sound”. This sound is intended to attract players to the machine when it is not being played).

The time interval between the sounds is settable as shown below. Only switches 1 to 3 of the 8 switches are currently used.

SW1	SW2	SW3	Time Interval
OFF	OFF	OFF	No attract sound
ON	OFF	OFF	30 Seconds
OFF	ON	OFF	60 Seconds
ON	ON	OFF	90 Seconds
OFF	OFF	ON	120 Seconds
ON	OFF	ON	150 Seconds
OFF	ON	ON	180 Seconds
ON	ON	ON	210 Seconds

Table 1 "Attract Sound" - Dipswitch Settings



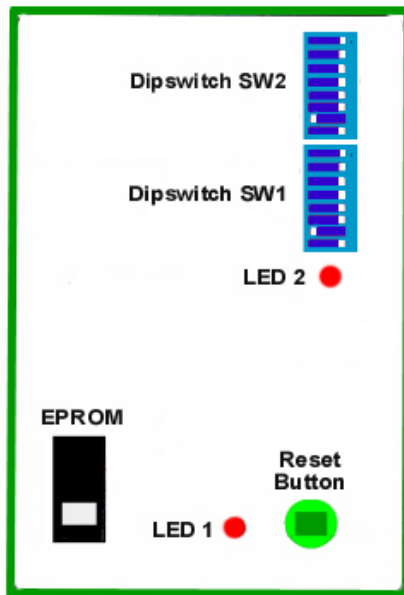


Figure 2 - Control PCB

### 5.2 MAIN CONTROL PCB –GENERAL

A separate Main Control PCB is used to control each play section. Above each PCB is a label with its Play Section number.

Each PCB has two LEDs incorporated:

LED1 is illuminated while there is power to the PCB.

LED2 is a software monitor that flashes regularly while the program is running correctly. If this LED stops flashing at any time, pressing the Reset Button will cause the program to be reset.

Pressing the Reset Button resets the control system for that Play Section without disturbing other parts of the machine. Pressing this button will also cause unpaid tickets to be paid out following a refill.

### 5.3 Main Control PCB - Dipswitch Settings

Two banks of Dipswitches are located on each Main Control PCB, labelled “SW1” and “SW2” (Figure 5). The switches themselves are labelled with the numbers “1-8” and the ‘ON’ position is shown.

The Dipswitch settings take effect only at Power-up or after the Main Control PCB Reset button has been pressed.

A Software Specification Sheet is located inside the ticket level of each machine. This specifies the Dipswitch settings for that particular machine and, in the event of conflicting information, should be followed in preference to the settings shown below.



### 5.3 - Dipswitch SW1

	DS		Default Setting	Description
Merci Ticket Adjustment	1	+1	<b>ON</b>	If all OFF no Merci Ticket is paid.
	2	+2	OFF	DS1 ON = 1 Ticket
	3	+4	OFF	DS1 & 2 ON = 3 Tickets (cumulative values)
Number of Tickets paid per coin over the edge	4	+1	<b>ON</b>	If all OFF no Tickets paid DS1 & 6 ON = 5 Tickets paid for each coin over the edge (cumulative values)
	5	+2	OFF	
	6	+4	<b>ON</b>	
	7	+8	OFF	
Not Used	8		OFF	Not Used

### 5.4 - Dipswitch SW2

	DS		Default Setting	Description
Feature Ticket Adjustment	9	+1	OFF	Ave tickets from feature per coin in DS11 ON = Ave 4 tickets per coin in.
	10	+2	OFF	
	11	+4	<b>ON</b>	
	12	-	<b>OFF</b>	Clear Down RAM settings
TEST Modes	13	-	OFF	Only used for Test modes please contact your Distributor
	14	-	OFF	
	15	-	OFF	
	16	-	OFF	

The above default setting will give the following payout:

For every coin in deliver 1 merci ticket, 5 tickets for every coin over the edge and average 4 tickets for the Wheel of Fortune bonus payout. Effectively this will total 10 tickets out for every coin in.



## 6.0 Filling Ticket Dispenser Versions

### Tickets Reload Sequence

An LED visible on the playfield also indicates when Tickets are low. When a section runs out of tickets, an audio alarm indicates “Tickets Empty.”

To refill ticket bin and pay out any remaining tickets, carry out the following steps

- i. Remove the Payout Door. Place the block of folded tickets in the Ticket Box so that the feed will be in correct orientation.
- ii. Switch the power supply ON (if not already on) and press the advance button on the side of the dispenser until tickets appear at the Payout Slot.
- iii. Tear off any excess tickets and replace the Payout Door. Take care not to trap the tickets.
- iv. The machine verifies tickets are present and pays any tickets owing and allows the game to be continued.
- v. The door switch (see Navigate-Front, page 8) has a pull latch ON state for testing ticket payout with the door open.

Ticket Low LED





## 7.0. Routine Maintenance

### Daily Inspection

It is recommended that the following checks are carried out daily:

- i. Switch the machine on.
- ii. Visually check that the machine is clean inside and out and that all lamps are working.
- iii. Visually check that there are no coins jammed in the Coin Entry.
- iv. Check that the playfield is correctly set-up with coins. Do not attempt to change a playfield which has already been set up.

See Next Page for Details of routine maintenance

### **WARNING:**

- 1) **MAINTENANCE AND REPAIR WORK SHOULD ONLY BE CARRIED OUT BY SUITABLY SKILLED AND TRAINED PERSONS.**
- 2) **SWITCH OFF AND DISCONNECT ELECTRICAL POWER SUPPLY BEFORE WORKING ON THE MACHINE. NOTE THAT MAINS SUPPLY VOLTAGES ARE USED BEHIND THE COIN ENTRY, THE PAYOUT AND REAR SERVICE DOORS.**

### **CAUTION:**

- 1) **When touching any PCBs or their component parts, take full anti-static precautions at all times, or else electronic components may be damaged.**
- 2) **Note the orientation of all PCBs and their connectors before removal, to ensure correct reconnection.**
- 3) **After installation or assembly, test any affected parts for correct function before use.**

A

Switch the machine 'ON'. Visually check that the machine is clean inside and out and that all lamps are working. If the machine does not work check the electrical supply and main fuses.

### PSU Rack Checks

There are no fuses on the main power supply. A circuit breaker is utilised to protect the machine from surges in supply. To access the switch remove the front door at the payout level.

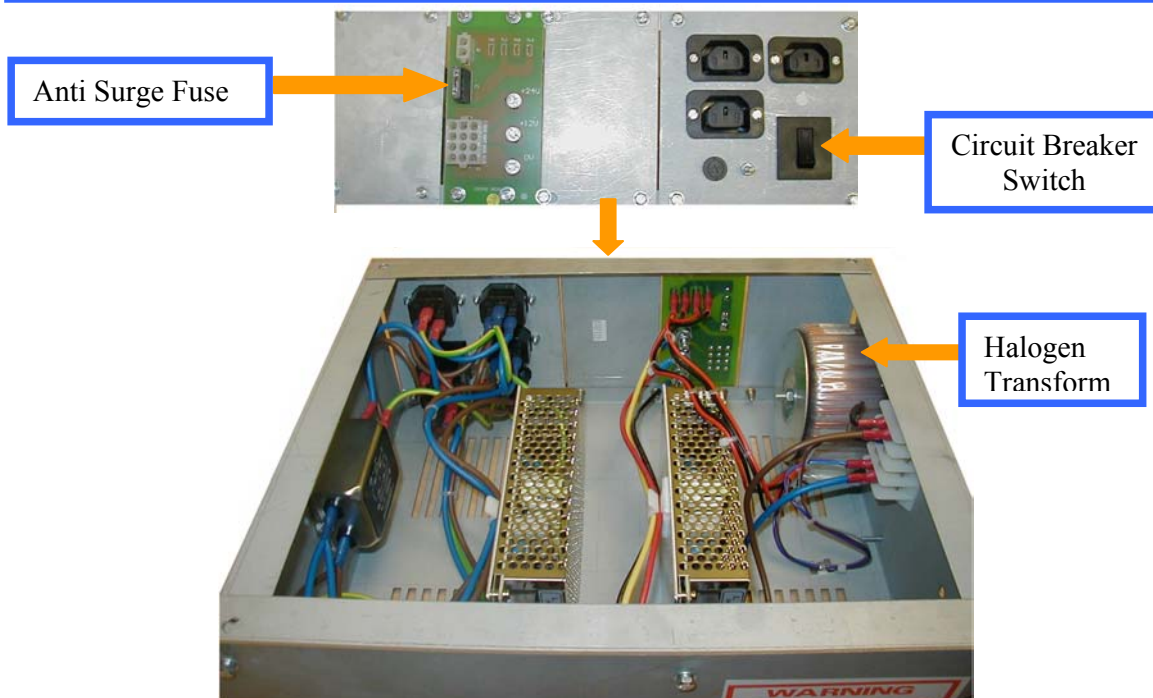
The low-voltage Halogen lamps illuminating the playfield are powered from the mains via a Transformer inside the PSU rack Assy. The Transformer has a Transformer PCB on the front of the rack, which acts as an interface between the power supply, the Transformer and the lamps, and is equipped with an anti-surge fuse.

Switch off and disconnect the power supply. Remove the PSU rack from the back of the machine.

Disconnect the electrical connector from the transformer.

Remove the securing nut and setscrew from the base of the transformer and remove.

Install by reversing the above procedure.



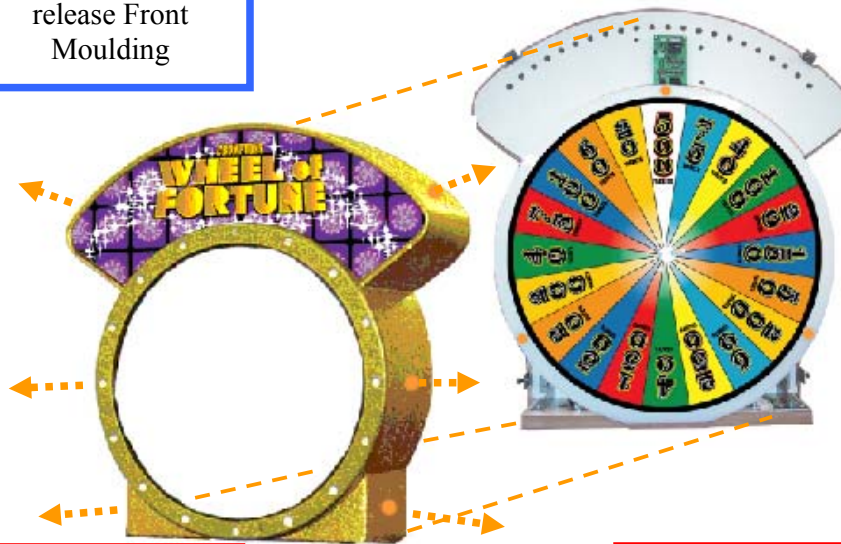
### WARNING

To prevent injury, ensure that the Electrical Supply is switched off and disconnected before changing the main fuse or performing any kind of maintenance task.

## Fluorescent Lamp Lighting & Component Replacement

b.

Remove Fixings to  
release Front  
Moulding



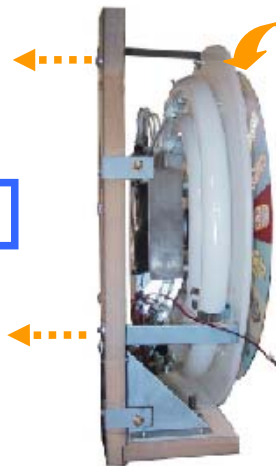
**WARNING**

Disconnect lamp  
loom before  
removing front  
moulding

**WARNING**

Ensure that the  
LED PCB is clear  
before removing  
Wheel

Remove Fixings



Release printed  
wheel. Replace  
Lamps or  
Components and  
re-assemble in  
reverse order.

**WARNING**

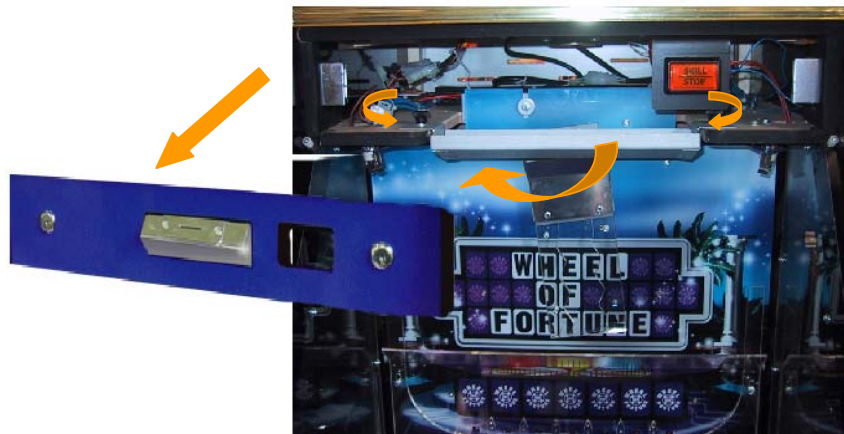
To prevent injury, ensure that the Electrical Supply is switched off and disconnected before changing the main fuse or performing any kind of maintenance task.



## Routine Maintenance

c.

Open the Coin Entry Door and visually check that there are no Coins jammed in the Coin Entry. Visually check the Coin Reject Tray and empty if necessary. When replacing the door ensure that the coin entry is aligned with chute that transfer the coin to the skill arm.



d.

Check that the playfield is correctly set-up with Coins. Do not attempt to change a playfield which has already been set-up.

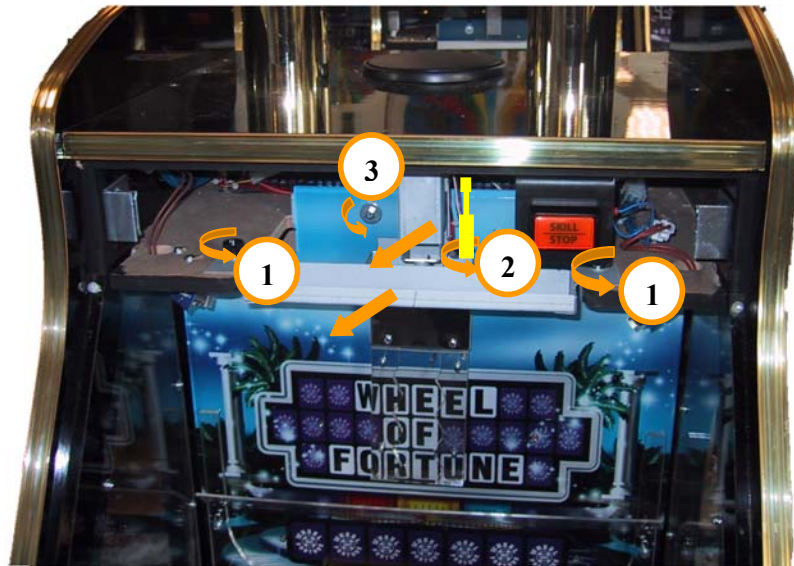


e.

### Pin Perspex Removal

Remove Glass panel and follow steps 1-3

- 1) Unscrew and remove reject tray.
- 2) Using a screw driver loosen 2 screws that secure the coin chute. The coin chute can then be slid forward. Take care to unplug the loom prior to removal.
- 3) Unscrew securing bolt and lift Pin Perspex from Machine. **Take care to unplug the 4 connecting looms as the Perspex is removed.**



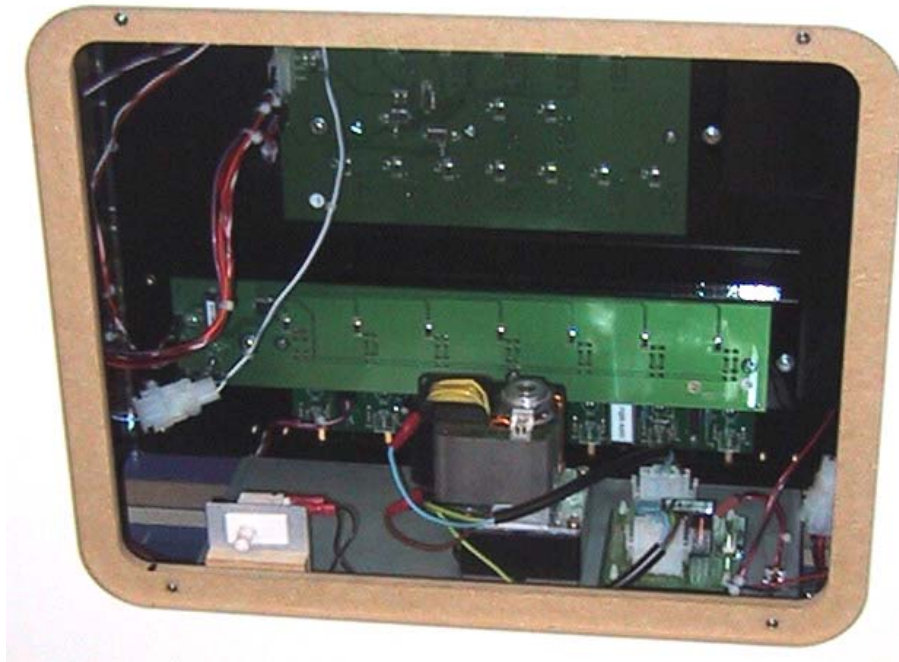
It is recommended that the Pin Perspex is cleaned on a regular basis to ensure smooth running of the skill arm and fall of coins. Once the Pin Perspex has been removed access can be made to the skill arm motor and LED PCBs that are secured to the back surface.

Access to the LED PCB's and pusher box motor can also be made through the rear access door.

f.

### Back Door Removal

The Back door can be removed to access the Pusher Box motor and looms to the rear of the Pin Perspex. By removing the panel the door switch will be activated to stop the motor for maintenance.



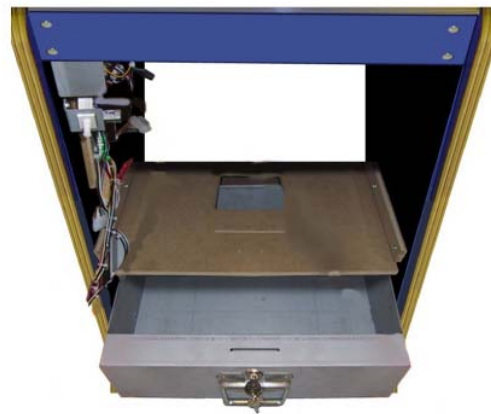
### WARNING

**To prevent injury, ensure that the Electrical Supply is switched off and disconnected when accessing any wiring looms. Although the switch will stop the motor mechanical movement all wiring is still live.**

g.

## Payout Level

At the very bottom of the machine is a removable Cash Box, with a single lock. The lock supplied is of type "675" -this is different to all other doors, for security reasons. The Cash Box collects all the coins that are pushed over the playfield edge. Each coin is counted and then passed to the cashbox for collection. Regular Collections should be made



Count Hopper  
Should always be  
empty. Check  
Daily for Coin  
Jams

Refill Tickets here



h.

### Lock Replacement

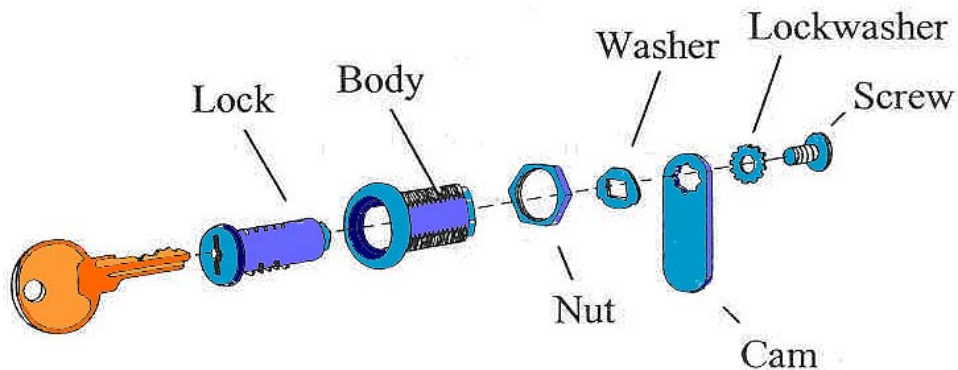
All the Locks on the machine may be replaced as follows:

Before removal, note the alignment of the lock assembly -particularly the orientations of the key and the cam, relative to the door/panel and the lock Body.

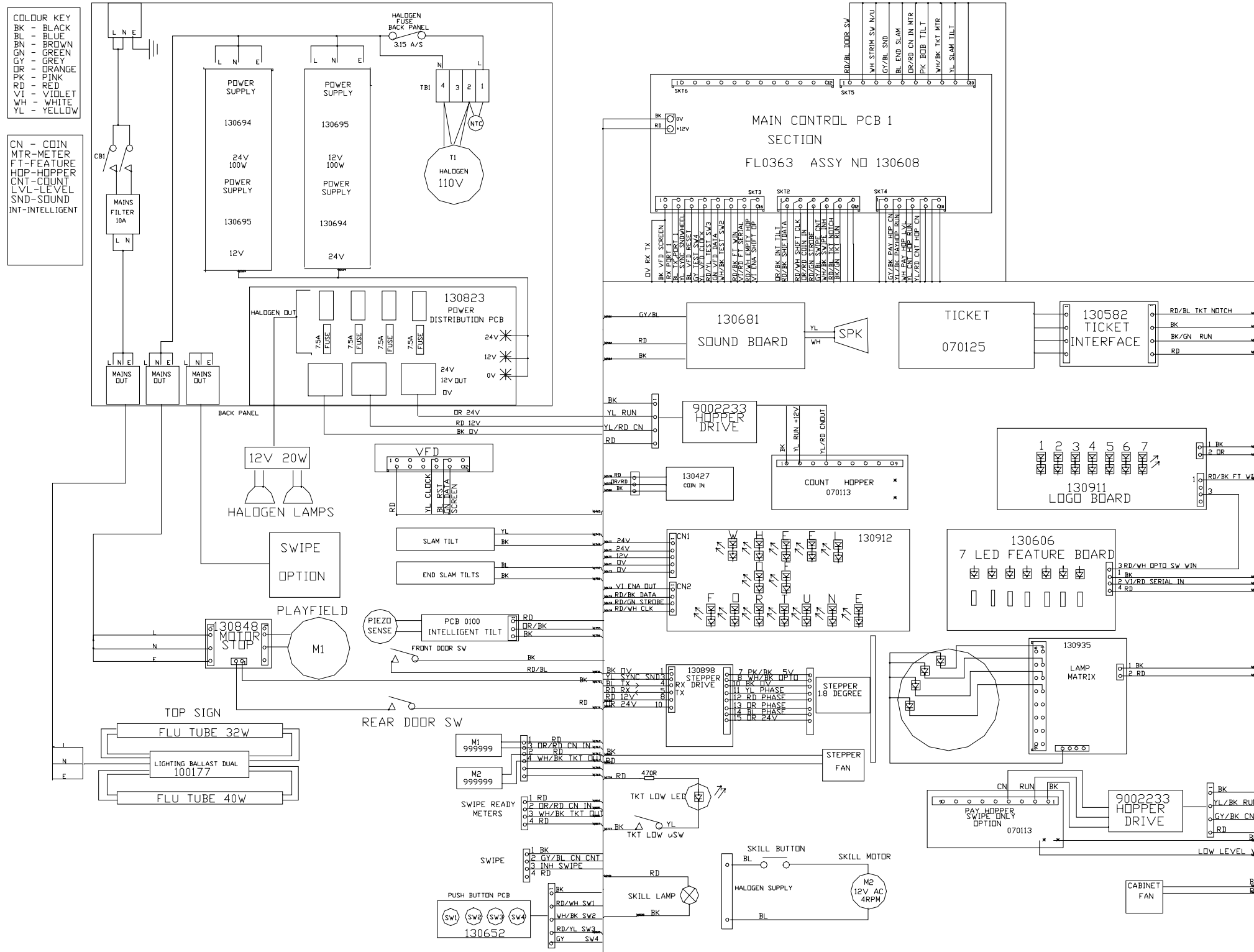
Remove the Screw and remove the Cam and two washers.

Undo the 22mm securing Nut and remove Lock and Body.

Installation is a reversal of removal. Ensure that the lock assembly is aligned, as noted before removal. Keep the body aligned using a 16mm (or a 5/8 AF) spanner while tightening



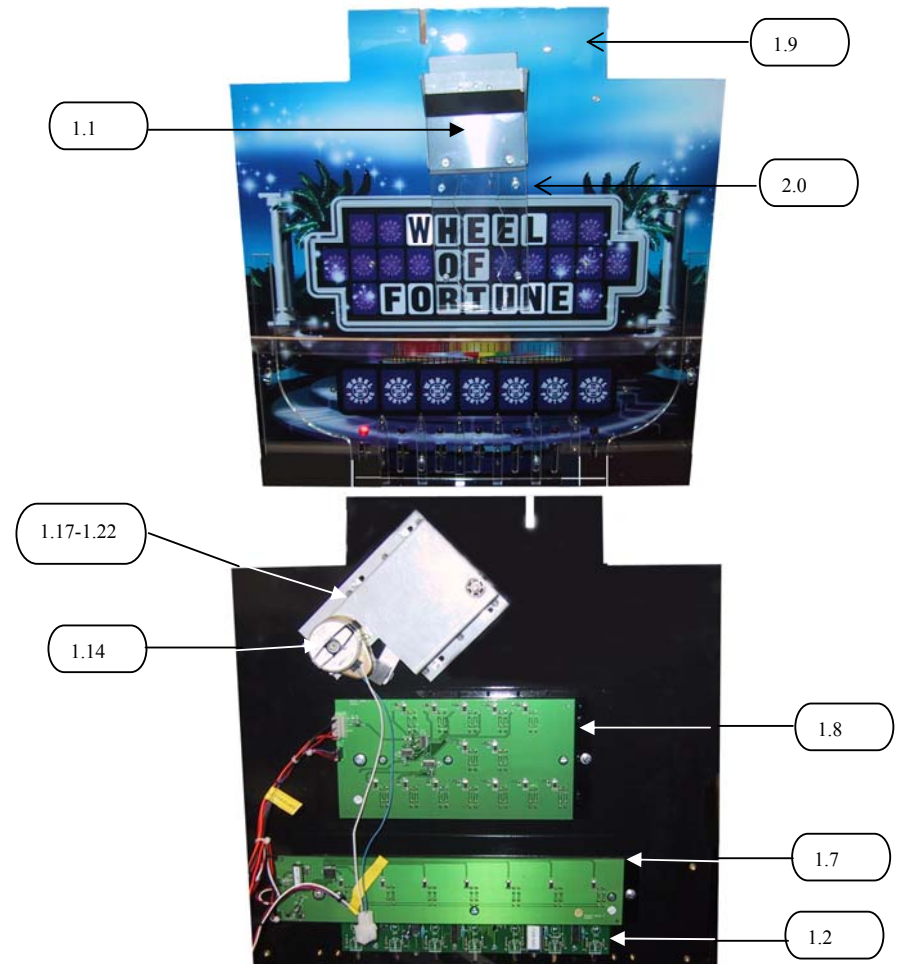
SCHEMATIC WIRING DIAGRAM WDF24  
WHEEL OF FORTUNE





## 9.0. PARTS LISTS

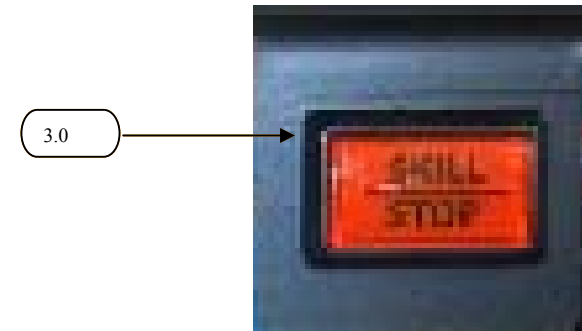
	Part Code	Description	No Off
<b>1.0</b>	<b>9104451</b>	<b>PIN PERSPEX PANEL ASSY WOF US</b>	<b>1.0</b>
1.1	0504339	RUNDOWN FRONT COVER WOF	1.0
1.2	130606	BO245 7-LED BONUS BRD MK3	1.0
1.3	0504337	LOGO BOX	1.0
1.4	0504338	LIGHT BOX	1.0
1.5	130906	SUPER FLUX LED WHITE	42.00
1.6	0504439	FRONT COVER	1.0
1.7	130199	BO345 LOGO PCB	1.0
1.8	130912	BO346 LIGHT BOX PCB	1.0
1.9	0504359	PIN P/X MACHINIG WOF	1.0
1.10	0504271	PIN PERSPEX	1.0
1.11	0501815	CENTRE FINGER S/T US	3.0
1.12	0501802	FINGER S/T US	2.0
1.13	0501798	FINGER SIDES S/T US	2.0
1.14	130897	MOTOR 12V AC 4 RPM 50HZ ZONES93	1.0
1.15	030326	DRIVE ARM LONG MOTORMOUNT	1.0
1.16	0303762	COIN RUN DOWN LOCKNUT	1.0
1.17	0303757	MOTOR MOUNT BOX S/T US	1.0
1.18	030235	DRIVE ARM ASSY (SHORT) SK	1.0
1.19	060094	OILITE BUSH OL06X10X06FL	4.0
1.20	0301508	PIVOT BUSH part of 03031098	1.0
1.21	030238	LINK ARM -MOTORMOUNT	1.0
1.22	9002271	SWING ARM MOTOR LOOM	1.0
<b>2.0</b>	<b>9104462</b>	<b>SKILL ARM ASSY</b>	<b>1.0</b>
2.1	0303764	R/DOWN PIV PIN ASS US	1.0
2.2	0303761	FRONT PLATE S/T	1.0
2.3	0504341	ZIG ZAG L/H	1.0
2.4	0504342	ZIG ZAG R/H	1.0
2.5	0504343	ARM COVER FRONT	1.0
2.6	0504344	ARM COVER REAR	1.0
2.7	050400	SKILL RUNDOWN SIDE STRIP	2.0



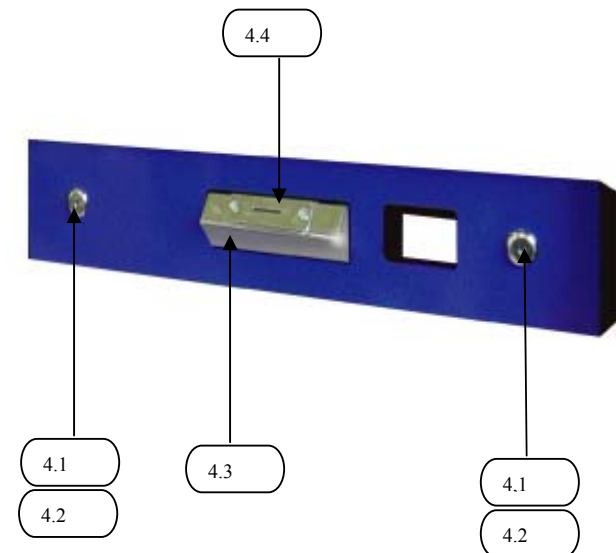


## 9.0. PARTS LISTS

	Part Code	Description	No Off
<b>3.0</b>	<b>9102724</b>	<b>SKILL STOP BUTTON ASSY</b>	<b>1.0</b>
3.1	130285	PUSHBUTTON – RPBEOA2110	1.0
3.2	1901062	0303805 SKILL BUTTON BRKT	1.0
3.3	0501844	SKILL AIM LABEL	1.0
3.4	0502211	SKILL BUTTON SPACER IT1 S/T	1.0
3.5	0502212	SKILL BUTTON SPACER IT2 S/T	1.0
3.6	190985	130363 SWITCH COVER	1.0
3.7	130363	MAINS COVER. FAR 301-231	1.0



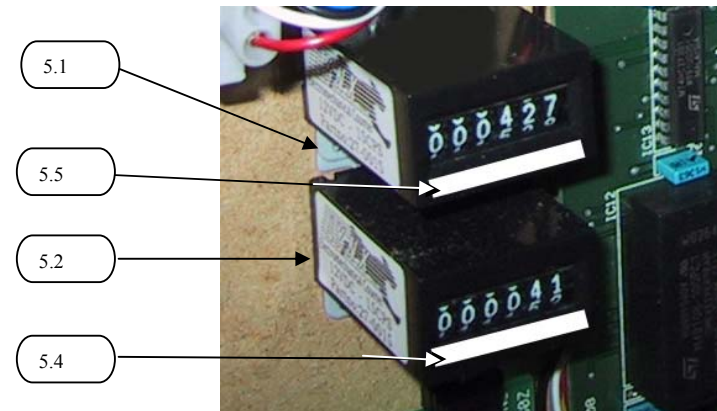
	Part Code	Description	No Off
<b>4.0</b>	<b>9102697</b>	<b>COIN ENTRY DOOR ASSY S/T SKILL</b>	<b>1.0</b>
4.1	080033	180 DEGREE LOCK AND 2 KEYS	2.0
4.2	080012	CAM – 4 -30MM STRAIGHT	2.0
4.3	190953	03033794 COIN ENT HOUSING S/T	1.0
4.4	190952	03033795 .984 COIN CHUTE S/T US	1.0
4.5	0303545	COIN DOOR GLASS RET S/T	1.0
4.6	0501777	GENERIC COIN OF PLAY LABEL S/T	1.0
4.7	130022	INDICATOR 12V LED	1.0





## 9.0. PARTS LISTS

	Part Code	Description	No Off
<b>5.0</b>	<b>9102773</b>	<b>METER ASSY S/T 2 PLYR</b>	<b>1.0</b>
5.1	0303861	METER BRACKET S/T US	1.0
5.2	130147	METER -27-0015 NON -RESET	2.0
5.3	090136	MOULDED PANEL GROMMET	1.0
5.4	160013	LABEL TICKET OUT SELF ADH	1.0
5.5	160043	LABEL- COIN IN	1.0



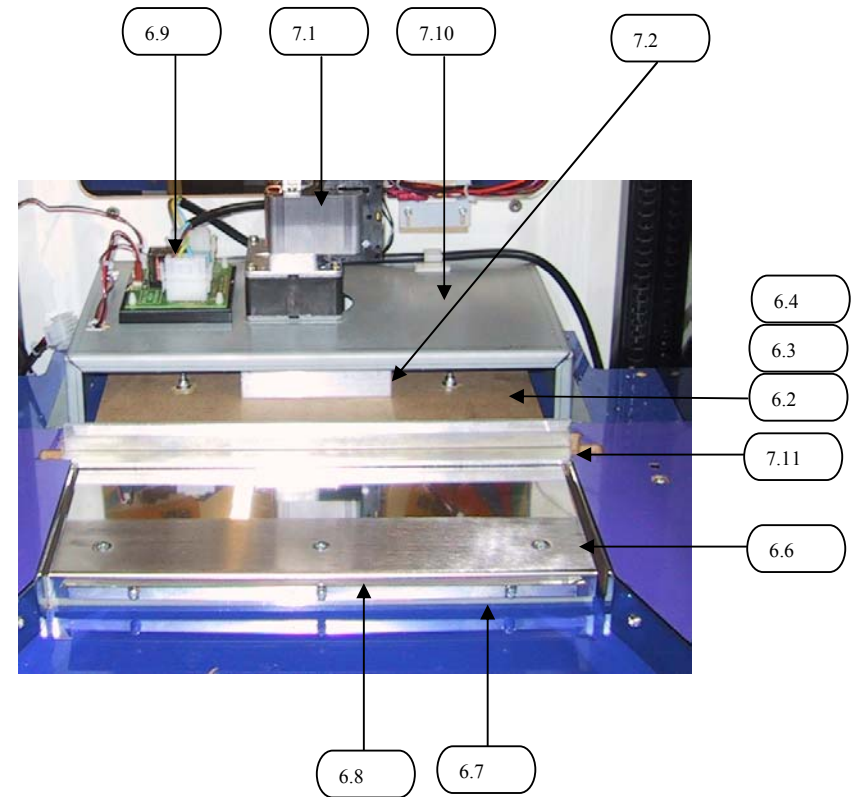


## 9.0. PARTS LISTS

	Part Code	Description	No Off
<b>6.0</b>	<b>9104476</b>	<b>PUSHER BOX ASSY USA 1 PLY WOF</b>	<b>1.0</b>
6.1	0002935	PUSHER BOX WOF 1 PL	1.0
6.2	000001	18MM MDF	1.2
6.3	060008	ACCURIDE SLIDE CZ115-1556U	2.0
6.4	0303432	ACCURIDE SLIDE SPACER	4.0
6.5	0306927	PUSHER DRIVE CHANNEL WOF	1.0
6.6	0303426	PUSHERBOX PLATE S/T	1.0
6.7	0501564	PUSHER STRIP S/T	1.0
6.8	0303878	PUSHER BOX RISER 110 ZONE 22	1.0
6.9	130848	BO327 MOTOR STOP PCB – 2PLY SPW	1.0

<b>7.0</b>	<b>9104465</b>	<b>MOTOR DRIVE ASSY WOF</b>	<b>1.0</b>
7.1	010147	MOTOR CROUZET 806670	1.0
7.2	0306952	CROUZET DRIVE ARM	1.0
7.3	060042	BALL BEARING 6001-2RS	1.0
7.4	140032	CABLE – 32.02MM 1MM GR/YELLOW	0.40
7.5	120131	X TERMINAL – RED 4MM (150-270)	1.0
7.6	120184	UNML 4W CAP 350780-1	1.0
7.7	120164	X MALE CRIMP LOOSE 350690 - 1	2.00
7.8	120176	X MALE CRIMP 350547-1	2.0
7.9	050182	LABEL – SUPPLIED	1.0
7.10	0306936	MOTOR MOUNT PLATE WOF	1.0

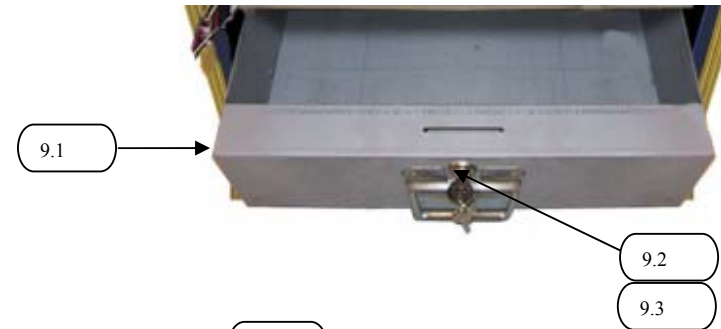
<b>7.11</b>	<b>9102614</b>	<b>PUSHER BOX STRIP ASSY S/T</b>	<b>1.0</b>
	190848	0303414 PUSHER STRIP BZP	1.0
	090023	NYLOTRON 1" wide .015" thick	1.0
	090014	TAPE – 1" D/S 9473 50 MTR	0.3



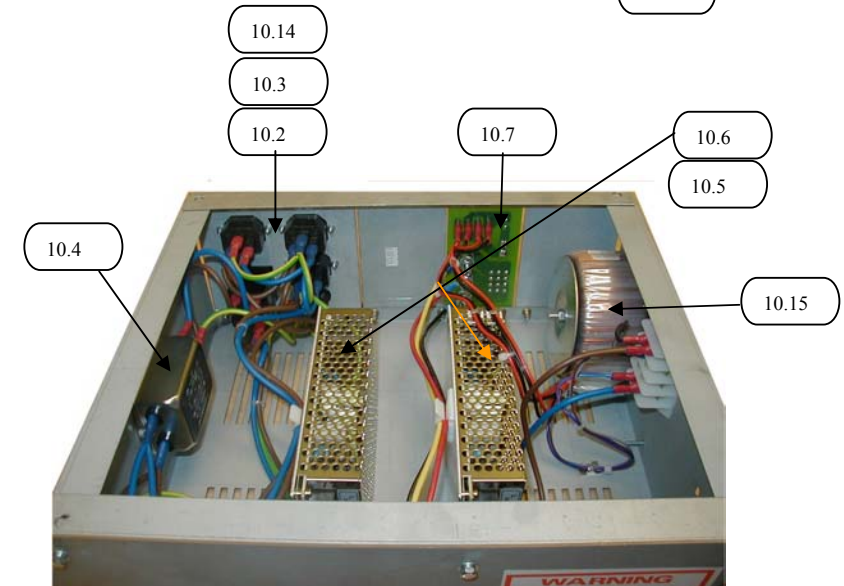


## 9.0. PARTS LISTS

	Part Code	Description	No Off
<b>9.0</b>	<b>9104455</b>	<b>CASHBOX ASSY SUMMERTIME USA</b>	<b>1.00</b>
9.1	0306893	CASH BOX	1.00
9.2	080013	CAM – 4 -35MM STRAIGHT	1.00
9.3	080010	90 DEGREE LOCK & 2 KEYS	1.00



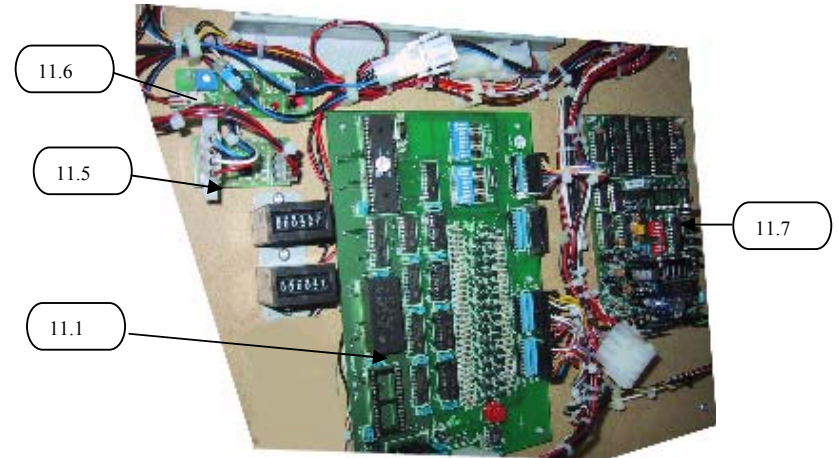
	Part Code	Description	No Off
<b>10.0</b>	<b>1904582</b>	<b>PSU RACK ASSEMBLY 110V –WOF</b>	<b>1.0</b>
10.1	130830	4-WAY TERMINAL BLOCK	1.0
10.2	130579	MAINS SOCKET OUT FE:145-313	3.0
10.3	130815	CARLING SWITCH –SPW	1.0
10.4	130816	MAINS POWER FILTER –SPW	1.0
10.5	130943	POWER SUPPLY 12VOLT 60WATT	1.0
10.6	130944	POWER SUPPLY 24 VOLT 60 WATT	1.0
10.7	130940	BO352 DUAL PSU DIST.PCB - WOF	1.0
10.8	9002232	CAGE ASSY LOOM	1.0
10.9	130831	FUSE HOLDER	1.0
10.10	100049	FUSE -3.15A RS415-610	1.0
10.11	130832	NTC SURGE ARRESTER	1.0
10.12	0306285	EARTH STUD M4x30-SPW	1.0
10.13	160116	LABEL MAINS WARNING 110V	1.0
10.14	130555	MAINS SOCKET IN FE:313-749	1.0
10.15	130579	HALOGEN LIGHT TRANSFORMER	1.0



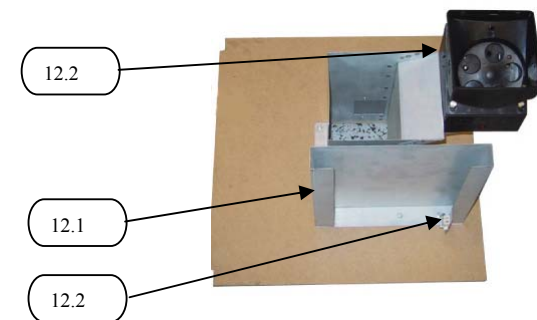


## 9.0. PARTS LISTS

	Part Code	Description	No Off
<b>11.0</b>		<b>PCBs</b>	
11.1	130608	FLO363 SECTION CONTROL	1.0
11.2	130004	PIC 16C57-XT/P CHIP	1.0
11.3	230006	4 MEG CHIP 27C0404	1.0
11.4	230001	PIC 16C54 -XT/P CHIP	2.0
11.5	130582	B0239 TICKET MECH INTERFACE	1.0
11.6	130259	PCB 0100 ISS.3 ASSEM COMP	1.0
11.7	130681	FLO 439 DUAL CHAN SND PCB	1.0



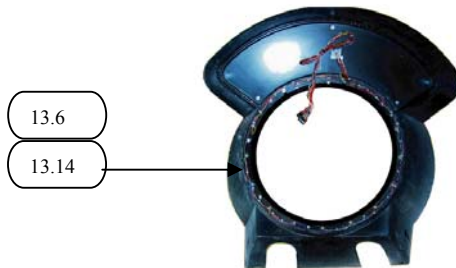
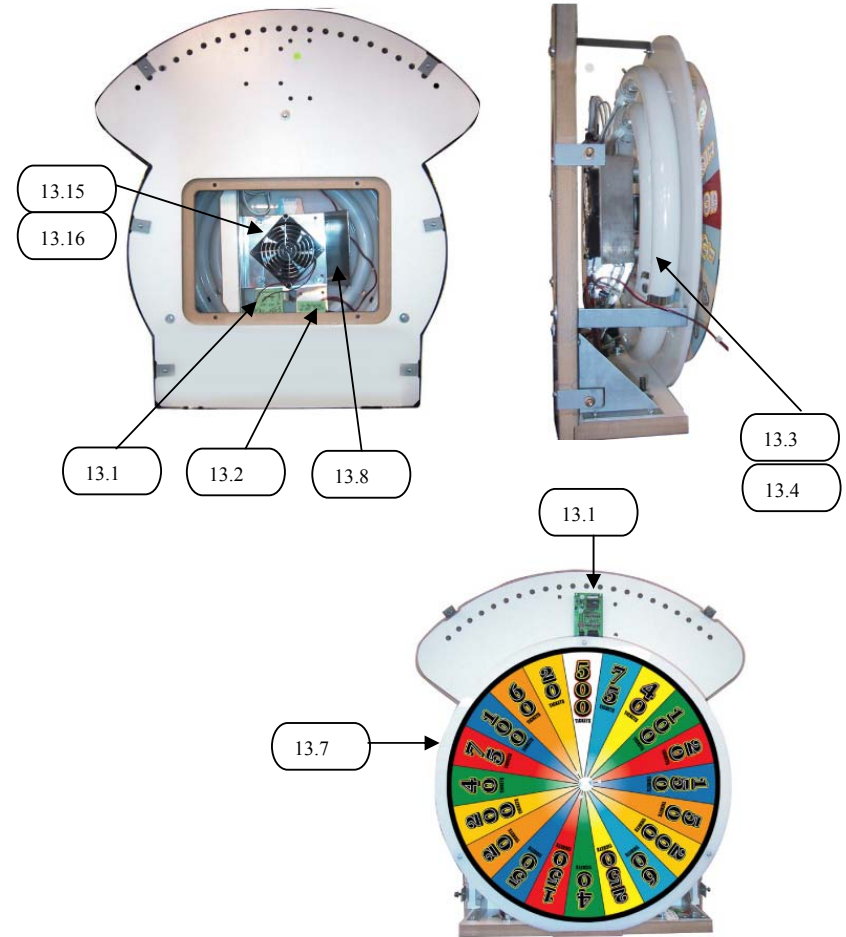
	Part Code	Description	No Off
<b>12</b>		<b>PAYOUT ASSEMBLY</b>	<b>1.0</b>
12.1	0306917	TICKET BIN	1.0
12.2	070113	CUBE HOPPER STC: 10-1700-41	1.0
12.3	130913	LOW TICKET MICROSWITCH	1.0





### 9.0. PARTS LISTS

	Part Code	Description	No Off
<b>13</b>	<b>9104463</b>	<b>TOPSIGN ASSY WOF 1 PLY</b>	<b>1.0</b>
13.1	130935	BO351 TOP SIGN LED CONTROLLER	1.0
13.2	130898	B0343 STEPPER DRIVE CARD	1.0
13.3	100184	FLU TUBE - 12" DIA 32 W CIRC	1.0
13.4	100042	FLU TUBE - 16" DIA CIRC 40W ZONES	1.0
13.5	0504345	DIFFUSER RING	1.0
13.6	9002253	LED LIGHT RING LOOM	1.0
13.7	0504276	WHEEL PERSPEX	1.0
13.8	130933	STEP MOTOR 24V 200 STEP	1.0
13.9	130927	SENSOR.SUZO REF: 22-2130-95	1.0
13.10	130928	LOOM PCB SENSOR	1.0
13.11	130929	PCB SUZO REF : 22-2130-97	1.0
13.12	130932	HOLE PLUG . SUZO REF 22-2171	1.0
13.13	130934	RUBBER REEL , MOTOR	1.0
13.14	130915	LED AMBER HPWT-ML00	16.0
13.15	130923	FAN 92X92 KDE1209PTB2 SUNON	1.0
13.16	130924	FAN GUARD 92X92 F735-980	1.0
13.17	130939	FLAG STARTPOINT 06S002-03-AFBK	1.0





## 9.0. PARTS LISTS

	Part Code	Description	No Off
<b>14</b>	<b>9102617</b>	<b>GLASS DOOR FITTING ASSY S/T</b>	<b>1.0</b>
14.1	210026	GLASS DOOR	1.0
14.2	0502358	INTELLIGENT TILT STICKER	2.0
14.3	190877	0303544 GLASS DOOR BOTTOM	1.0
14.4	150215	NO4x5/8" CSK HD POZI BZP	4.0
14.5	150453	HEYCO SPACER 048 4820	2.0
14.6	150216	NO4x3/4" CSK HD POZ S/S BZP	2.0

	Part Code	Description	No Off
<b>15</b>	<b>9104458</b>	<b>SINGLE HALOGEN LAMP ASSY SC/C</b>	<b>2.00</b>
15.1	190909	SINGLE HALOGEN LAMP BRKT	2.00
15.2	100132	HALOGEN LAMP 12V 20W 60 DEG	2.00
15.3	130427	COIN ENTRY PCB	1.0

