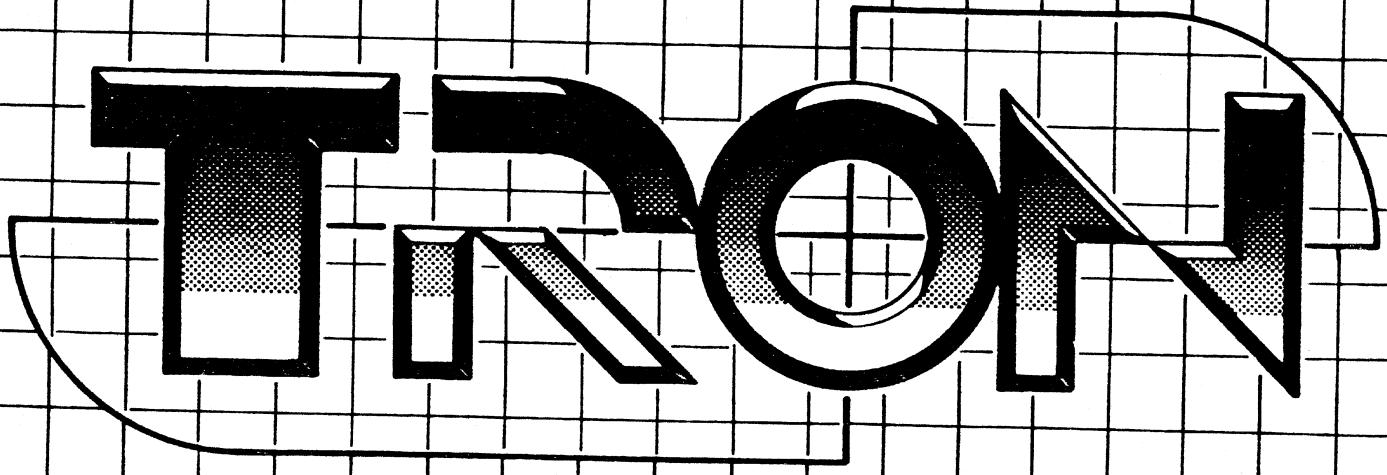


Technical Manual

Z046 - A / 0

TRON EDGE CONNECT INFORMATION

J1	20 or 22 PIN CN
1	NOT USED
2	+5V
3	+5V
4	+5V
5	+5V
6	GND
7	GND
8	NOT USED
9	NOT USED
10	GND
11	NOT USED
12	NOT USED
13	NOT USED
14	GND
15	KEY
16	V. BATT.
17	RESET
18	+12V
19	NOT USED
20	GND

J2	9 PIN CN
1	T.V. RED
2	GND
3	T.V. GREEN
4	NOT USED
5	T.V. BLUE
6	NOT USED
7	KEY
8	HOR. SYNC.
9	VERT. SYNC.

J3	9 PIN CN
1	VOLUME
2	VOLUME
3	VOLUME
4	KEY
5	NOT USED
6	R. SHIELD
7	R. AUDIO
8	L.SHIELD
9	L. AUDIO

J4	15 PIN CN
1	V. BATT.
2	NOT USED
3	+5V
4	GND
5	+5V
6	+5V
7	GND
8	GND
9	GND
10	GND
11	+12V
12	NOT USED
13	NOT USED
14	NOT USED
15	RESET

J4	19 PIN CN
1	COIN SW. 1
2	COIN SW. 2
3	PLAYER 2
4	PLAYER 1
5	FIRE
6	NOT USED
7	SERVICE SW.
8	TEST SW.
9	GND
10	D0
11	D1
12	D2
13	D3
14	KEY
15	D6
16	D5
17	D4
18	NOT USED
19	GND

J5	5 PIN CN
1	MOVE LEFT
2	MOVE RIGHT
3	MOVE UP
4	MOVE DOWN
5	NOT USED

J5	5 PIN CN
19	KEY
20	MTR RETURN
21	COUNT MONEY
22	NOT USED
23	NOT USED

GENERAL INSTRUCTIONS

FOR

TRON

INSTALLATION

1. Unlock and open the coin box door.

   Remove four (4) "CABINET LEVELING LEGS" from inside the coin box.

   Tip the cabinet to the side and remove the shipping cleats from its bottom.

   - Locate the threaded holes - one in each corner - and install the "CABINET LEVELING LEGS" in them.
   - Level the cabinet.
   - When finished, the cabinet should be stable in the upright position.

4. Plug the game into a **standard** A.C. wall outlet **ONLY!**

> ------**WARNING**------
>
> Game **MUST** be properly grounded.

LINE VOLTAGE SAFETY INTERLOCK SWITCHES

Line voltage SAFETY INTERLOCK SWITCHES have been provided for your protection. The locations of these SAFETY INTERLOCK SWITCHES are:

- UPRIGHT MODEL: Inside the rear of the cabinet on the left side of both rear access doors as you face them.

PART NO. M051-00628-A010

When the cabinet access door(s) are secured in place, the SAFETY INTERLOCK SWITCH plunger(s) are in a fully depressed condition. The game circuit can function normally.

When any cabinet access door(s) are opened, the SAFETY INTERLOCK SWITCH plunger(s) are in a partially extended condition. This isolates the game circuit from the line voltage.

To restore power to the game circuit with the access door(s) open, gently pull the SAFETY INTERLOCK SWITCH plunger(s) out to the fully extended condition. **THIS IS TO BE USED FOR SERVICING THE GAME ONLY!**

SELF-TEST

A slide switch is provided to make the game run a "Self-Test" on itself. The SELF-TEST SWITCH is located just inside the cabinet on the right side of the coin door frame as you face it.

To put the game into the Self-Test mode; turn the game,ON and let it warm up for a few minutes. Then slide the SELF-TEST SWITCH to the ON position and actuate the "TILT" switch on the back side of the coin door just below the door lock to obtain the Self-Test-Menue display on the monitor screen.

When in the Self-Test mode, the monitor screen will display the results of certain test functions the game has run on itself. (These will be discussed in more detail later.)

TO SERVICE THE CONTROL PANEL(S)

1. UPRIGHT MODEL:

° The control panel is held in place by two latches, one on the left side and one on the right side of the cabinet.

They are spring loaded to provide constant positive pressure on their latch plates.

They can be reached through the coin door **AFTER turning power to the game off.**

To release the latches, lift up and toward the center of the control panel.

Once they are released, unhook them from their latch plates.

° To remove the control panel:

Raise it up and tilt it toward you until you can see the cable behind it.

Cradling the control panel between yourself and the cabinet, disconnect it from its cabling.

The control panel is now free and can be removed.

° To reinstall the control panel, reverse this procedure.

REMOVAL OF THE MAIN-DISPLAY-GLASS AND/OR THE T.V. BEZEL ASSEMBLY

1. UPRIGHT MODEL:

NOTE: In order to do this, the control panel MUST be removed first. See the "Upright Model" procedure.

° **Turn the power to the game off** and remove the control panel. This gets the control stick out of the way so the main-play-glass can be removed.

° Remove the screws securing the windshield retainer (at its top edge) and the windshield (at its bottom edge) in place and lift out the windshield.

° By putting your finger in the hole in the middle of the main-display-glass support, you can lift it up and out.

° Loosen the screws which secure the T.V. bezel-glass-clamps in place.

Move the clamps to the side and the bezel glass may be removed.

Remove the above mentioned screws and the bezel with four bezel-glass-clamps may be removed.

° To reinstall the T.V. bezel asssembly and the main-display-glass, reverse this procedure.

VOLUME CONTROL POT

The volume control pot is located just inside the cabinet on the RIGHT side of the coin door frame. For adjustment, it may be reached through the coin door on **ALL** models.

To make the sounds louder, turn the pot clockwise (↷) as you face it.

To make the sounds **less** loud, turn the pot counterclockwise (↶) as you face it.

VOLTAGE CONTROL POTS

The voltage control pots are located on the Linear Power Supply P. C. Board. They are preset at the factory and **SHOULD NOT** be tampered with at all unless the distributors service department is contacted first.

SELF-TEST

The Self-Test mode is a special mode for checking game play statistics as well as game switches and computer functions. It is the easiest and best way to check for proper operation of the entire game.

NOTE: Putting the game into Self-Test **WILL NOT** cause the game to erase any CREDITS it has in its memory when the Self-Test mode is entered.

You may begin a Self-Test at any time by sliding the Self-Test switch to the "ON" position after the power to the game is on (Self-Test switch located just inside cabinet on right side of coin door frame). When this is done, the game will react as follows:

1. If the game is in the Attract mode when the Self-Test switch is moved to the **"ON" posi-**

tion, it will finish the sequence and then go into the Self-Test mode. This is illustrated by the display of the Self-Test Mode Menue on the monitor screen.

2. If the game is in the Ready-To-Play mode or the Play mode when the Self-Test switch is slid to the "ON" position, it **WILL NOT** go into the Self-Test mode until **AFTER** the players last Tron has been eliminated (the game MUST be over). At this point, the game will go into the Self-Test mode. Again, this is illustrated by the display of the Self-Test Mode Menue on the monitor screen.

3. The fastest way to enter the Self-Test mode is to slide the Self-Test switch to the "ON" position and then activate the "TILT" switch located on the back side of the coin door just below the lock mechanism. The game will then **IMMEDIATELY** go into the Self-Test mode.

The Self-Test mode has eight (8) major catagories as illustrated by the following Figure of the Self-Test Mode Menue as it should appear on the monitor screen.

1. It is easy to select what catagory you want to enter. By pushing forward or pulling backward on the controler stick, the Cursor at the left of the screen can be moved UP and DOWN, (forward=UP) and (backward=DOWN), until it is in front of the catagory you want to test. Release the controler stick at this time.

2. After the Cursor has been positioned, pull the trigger on the controler stick (Upright and Mini models) or depress the fire button on the console (cocktail models) and the monitor screen will display the test catagory you have selected.

   NOTE: There is one exception to this. If you position the Cursor in fornt of the "PRESET" catagory on the Self-Test Mode Menue, when you press the "KICK" button on the console - - EVERYTHING, I repeat - **E V E R Y T H I N G** ; including **ALL** information in the "BOOKKEEPING" mode, and **ALL** operator selected options, will be set back to zero "0" and to the factory recommended settings - respectively.

   ° Once you are **IN** one of the Self-Test mode catagories, FOLLOW THE **ON-SCREEN** INSTRUCTIONS TO **COMPLETE** THE TEST.

3. The next group of Figures show the **CORRECT** screen presentation for **EACH** catagory of the Self-Test mode.

The first display of the Self-Test mode is the Self-Test-Mode-Menue. It should look like this:

SELECT DESIRED TEST

1 SELF DIAGNOSTICS
2 SOUNDS
3 PLAYER INPUT
4 BOOKKEEPING
5 MACHINE SETUP
6 CHANNEL TEST
7 PRESET
8 GRID DISPLAY

(MENUE - CONTINUED)

POSITION CURSOR BY USING
JOYSTICK UP AND DOWN

HIT FIRE BUTTON FOR TEST

During the SELF DIAGNOSTICS section of the Self-Test mode, you will first see a lot of different colored bars shown on the monitor screen. These bars will be UNpainted one at a time from the top down. Second, you will see the screen painted Red, Blue, and Green in bars from the top down. Third, another group of colored bars is displayed. This sequence is repeated several times. And finally, this sequence is replaced by this message: **"HIT FIRE BUTTON TO EXIT".**

If the SELF DIAGNOSTICS find one or more bad ROM or RAM chips: instead of going through what is described above, the game will give you a written message as to which parts are bad.

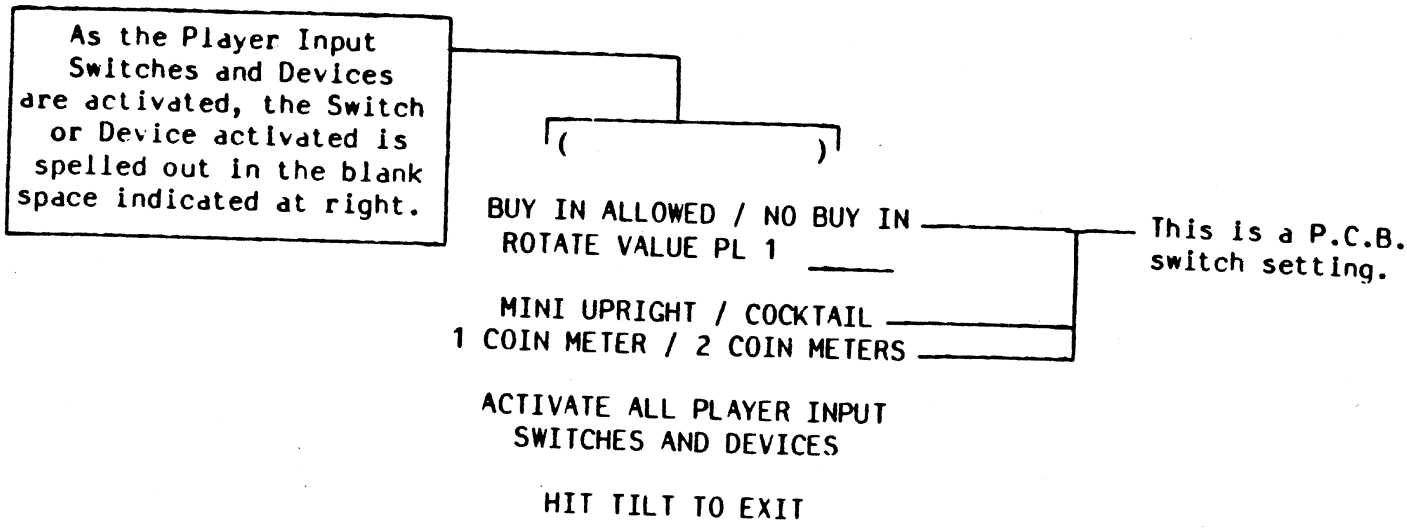
During the SOUNDS section of the Self-Test mode, the game will give a display which looks like the following:

SELECT A SOUND

1	ALL SOUNDS
2	EXIT
3	THROW DISK
4	HI GEAR HORZ
5	LOW GEAR HORZ
6	HI GEAR VERT
7	LOW GEAR VERT
8	MISSEL FIRE
9	BONUS BASE
10	TILT
11	ALL MCP BLOCKS HIT
12	IO TOWER MUSIC
13	COIN
14	SUCCESS MUSIC
15	FAIL MUSIC
16	ATTACK SOUND
17	TANK HORZ
18	TANK VERT
19	TANK FIRE
20	TANK BLIP
21	DEREZ
22	MCP BLIP
23	RELOCATE
24	TTY CLATTER
25	TOWER BEAM
26	TIMER WARNING

POSITION CURSOR BY USING
JOYSTICK UP AND DOWN
HIT FIRE BUTTON FOR TEST

During the PLAYER INPUT section of the Self-Test mode, the game will give a display which looks like the following:



During the BOOKKEEPING section of the Self-Test mode, the game will give a display which looks like the following:

SELECT A REPORT OR EXIT

CHUTE 1 COINS ____

CHUTE 2 COINS ____

LONGEST GAME ____

SHORTEST GAME ____

HIGHEST SCORE ____

BUY IN ____

TIME REPORT

SCORE REPORT

EXIT

POSITION CURSOR BY USING
JOYSTICK UP AND DOWN
HIT FIRE BUTTON FOR TEST

In the TIME REPORT and SCORE REPORT sections of the BOOKKEEPING mode, the game will give displays which look like the following:

TIME REPORT

0	TO	30 SEC	____
30	TO	60 SEC	____
60	TO	90 SEC	____

SCORE REPORT

0	TO	5000 PTS	____
5000	TO	10,000 PTS	____
10,000	TO	20,000 PTS	____

(TIME REPORT AND SCORE REPORT - CONTINUED)

90	TO	120 SEC	____	20,000	TO	30,000 PTS	____
120	TO	150 SEC	____	30,000	TO	40,000 PTS	____
150	TO	180 SEC	____	40,000	TO	50,000 PTS	____
3	TO	4 MIN	____	50,000	TO	75,000 PTS	____
4	TO	5 MIN	____	75,000	TO	100,000 PTS	____
5	TO	6 MIN	____	100,000	TO	150,000 PTS	____
	OVER	6 MIN	____			OVER 150,000 PTS	____

HIT FIRE BUTTON TO EXIT

HIT FIRE BUTTON TO EXIT

During the SETUP OPTIONS section of the Self-Test mode, the game will give a display which looks like the following:

Factory recommended settings.

SETUP OPTIONS

COIN CHUTE 1
*1 COINS FOR
*1 CREDITS

COIN CHURE 2
*1 COINS FOR
*1 CREDITS

*1 CREDITS FOR
*3 BASES

1ST EXTRA BASE AT
*10,000 PTS

*1 DIFFICULTY LEVEL

EXIT

USE JOYSTICK UP AND
DOWN TO POSITION CURSOR
USE 1 AND 2 PLAYER
BUTTONS TO ALTER
OPTIONS

HIT 1 02 2 PLAYER BUTTON TO EXIT

The Difficulty Level setting has a range of 1 to 9 with 1 representing the easiest level of play and 9 representing the most difficult level of play. One is the factory recommended setting.

During the CHANNEL TEST section of the Self-Test mode, the game will give a display which looks like the following:

CHANNEL TEST

CHANNEL 1
CHANNEL 2
CHANNEL 3
CHANNEL 4
CHANNEL 5
CHANNEL 6

HIT FIRE BUTTON TO EXIT

Once you enter the CHANNEL TEST section of the Self-Test mode, the game automatically tests Channels 1 through 6 giving a tone for each one as it checks it. After the 6th Channel is tested, the game automatically repeats the test until the Fire button is hit. It then goes back to the Self-Test Mode Menue.

During the GRID DISPLAY section of the Self-Test mode, the game shows a white cross hatch pattern on the monitor screen. This is for alignment and/or test purposes. This pattern will remain on the monitor screen until the Fire button is hit. The game will then go back to the Self-Test Mode Menue.

To leave the Self-Test mode, go back to the Self-Test Mode Menue and then simply slide the Self-Test switch to the "OFF" position. Normal game functions will then return to the monitor screen.

TRON

OPTION SWITCH SETTINGS

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

	SW#1	SW#2	SW#3	SW#4	SW#5	SW#6	SW#7	SW#8	SW#9	SW#10
2 COIN METERS	ON			NOT	NOT	NOT	NOT	NOT	NOT	
1 COIN METER	OFF			USED	USED	USED	USED	USED	USED	
MINI / UPRIGHT		ON								
COCKTAIL TABLE		OFF								
BUY IN ALLOWED			ON							
NO BUY IN			OFF							
FREEZE VIDEO										ON
NORMAL OPERATION										OFF

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

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

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

THE REMAINDER OF TRON'S MOST COMMON OPTION SETTINGS ARE CONDUCTED DURING THE **MACHINE SETUP** PORTION OF THE SELF-TEST MODE. SIMPLY FOLLOW THE ON-SCREEN INSTRUCTIONS TO MAKE ANY ADJUSTMENTS YOU FEEL ARE NECESSARY.

MCR II SYSTEM

P. C. BOARD JUMPER OPTIONS

VIDEO GENERATOR P. C. BOARD

MANUFACTURER	EPROM NO.	JW#1	JW#2	JW#3	JW#4	JW#5	JW#6	JW#7	JW#8
MOTOROLA	68764	#	*	*	#	*	*	*	*
	68766	#	*	*	#	*	*	*	*
INTEL	2764	*	#	#	*	#	*	*	#
T. I.	2564	#	*	*	#	*	#	#	*

SUPER C. P. U. P. C. BOARD

JUMPER OPTIONS FOR PROGRAM ROMS ONLY

MANUFACTURER	EPROM NO.	JW#2	JW#4	JW#5	JW#6	JW#7	JW#18	JW#19	
MOTOROLA	68764	#	#	*	#	*	*	#	
	68766	#	#	*	#	*	*	#	
T. I.	2564	#	#	*	#	*	*	#	
INTEL	2764	*	*	#	*	#	#	*	

JUMPER OPTIONS FOR BACKGROUND ROMS ONLY

MANUFACTURER	EPROM NO.	JW#2	JW#4	JW#5	JW#6	JW#7	JW#18	JW#19	JW#1
MOTOROLA	68764	*	#	*	#	*	#	#	*
	68766	*	#	*	#	*	#	#	*
T. I.	2564	*	#	*	#	*	#	#	*
INTEL	2764	#	*	#	*	#	*	*	#

SOUND I/O P. C. BOARD

MANUFACTURER	EPROM NO.	JW#1	JW#2
NUMEROUS MFR'S	2532	*	#
NUMEROUS MFR'S	2732	#	*

* = CUT JUMPER WIRES WHERE THIS SYMBOL "*" APPEARS.

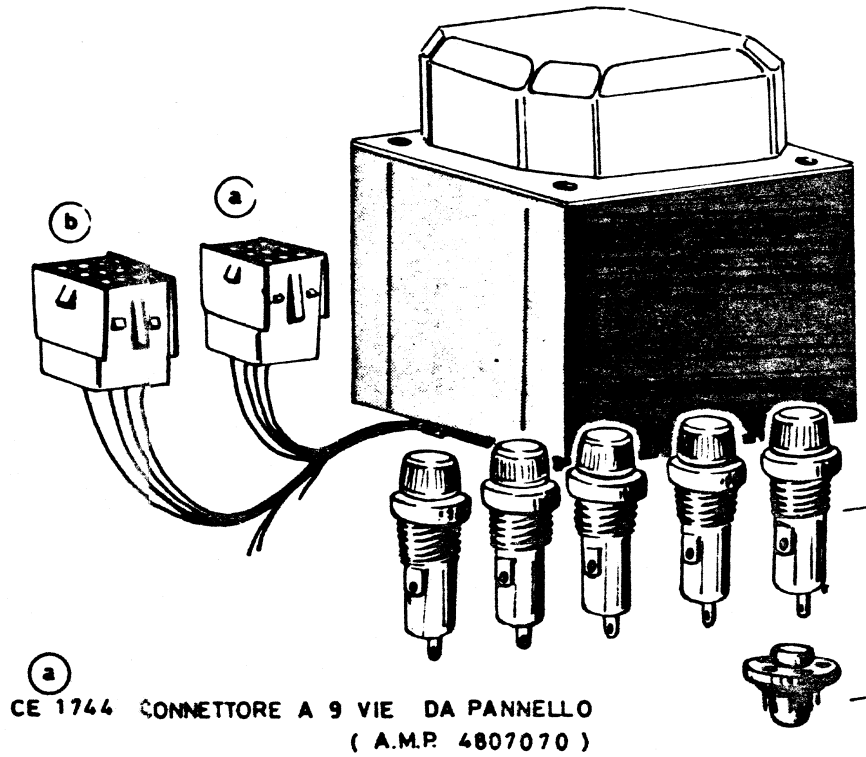
= LEAVE JUMPER WIRES IN WHERE THIS SYMBOL "#" APPEARS.

The above table illustrates the fact that the Video Generator P.C. Board used in the MCR II System has 8 jumper wires, the SUPER C.P.U. P.C. Board used in the MCR II System has 19 jumper wires, and the Sound I/O P.C. Board used in the MCR II System has 2 jumper wires.

All of the above Boards can be used with a variety of different **SETS of EPROM chips.** However, these EPROMS are not all made by the same manufacturer and do have some internal differences. So, in order to make them function properly in their respective P.C. Boards, certain jumper wires on these Boards have to be cut.

The above table tells you which jumpers to cut (depending on which EPROM set you're going to use) by showing a "*" under that jumper wires number. If there is **NO "*"** under a jumper wires number, **THAT PARTICULAR JUMPER WIRE IS NOT TO BE CUT.**

CEC 212 TELAIO ALIMENTAZIONI



C 8235
TRASFORMATORE 2 C 1022

CE 1758 PORTAFUSIBILE

CE 1763 CAMBIO TENSIONE "CT FH
con 100 V.
115 V.
200 V.
220 V.
245 V.

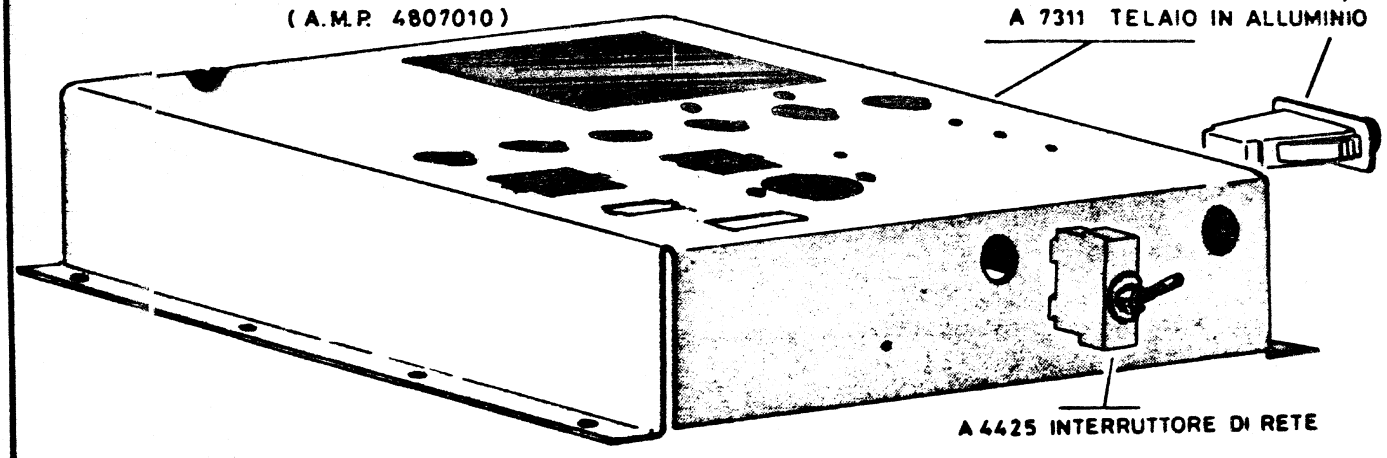
(a)
CE 1744 CONNETTORE A 9 VIE DA PANNELLO
(A.M.P. 4807070)

(b)
CE 1751 CONNETTORE A 12 VIE
DA PANNELLO
(A.M.P. 4807090)

CE 1706 CONNETTORE A 3 VIE DA PANNELLO
(A.M.P. 4807010)

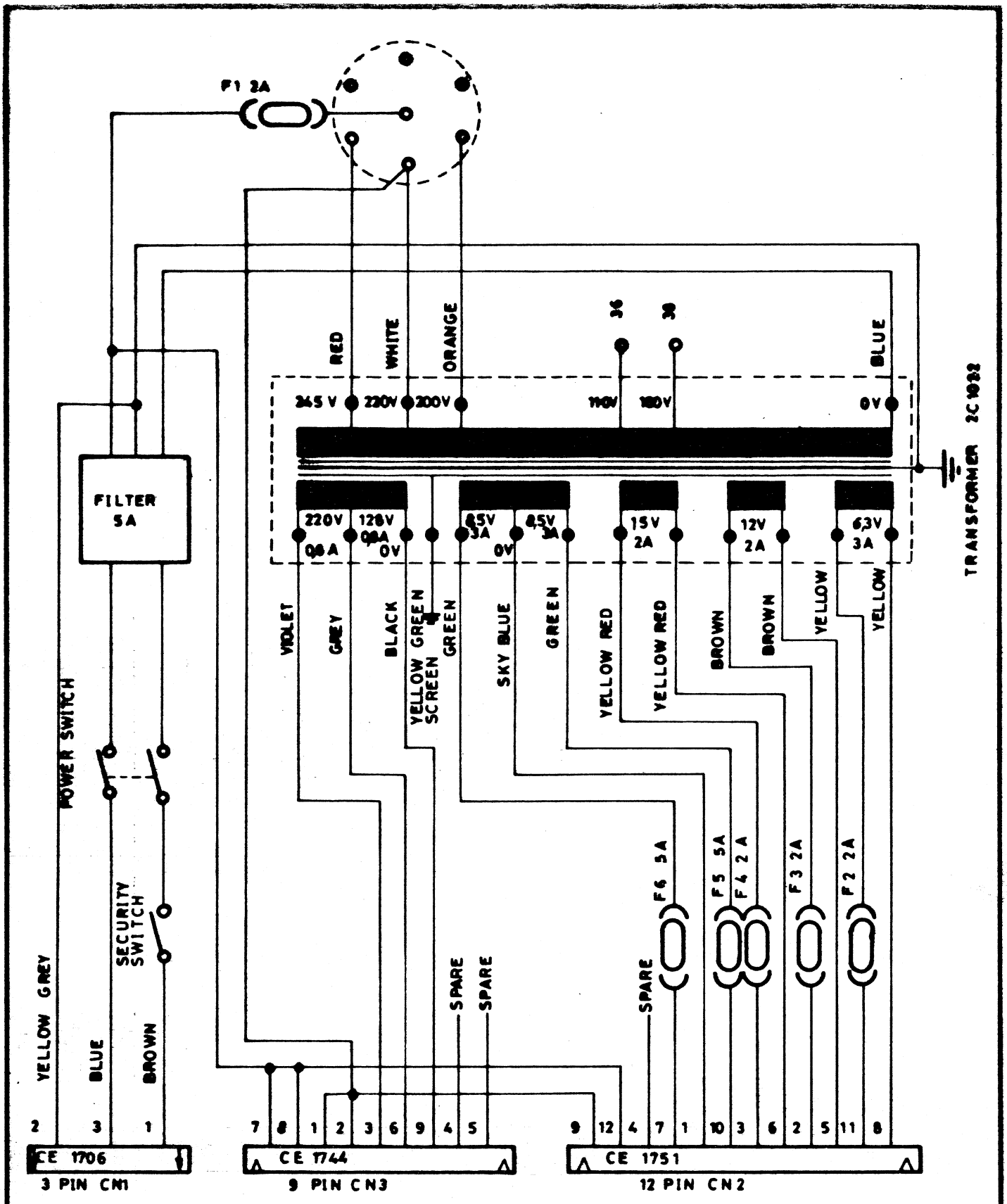
B 5050 INTERRUTTORE MANUALE

A 7311 TELAIO IN ALLUMINIO



A 4425 INTERRUTTORE DI RETE

C 8068
FILTRO DI RETE 5 AMP



F.LLI ZACCARIA s.n.c.

Via Amendola, 16 - 40012 CALDERARA DI RENO (Bol Italy)

PART NAME	PART NO.
Telaio alimentazione CEC 212	

DWN.	DATE	REV.	DATE REV.	SHEET
	3.5.82			

UNLESS UNLESS OTHERWISE SPECIFIED
1) ALL RESISTORS VALUES IN
2) ALL CAPACITORS VALUES IN

SPEAKERS
RIGHT
LEFT
KEY
CE 3106 2X4 CN
R.
R.
GND
L.
L.
L.AUDIO
L.SHIELD
R.AUDIO
R.SHIELD
+12V
GND
GND
CE 3147
KEY
DUAL AMP. B.
MOVE DOWN
MOVE UP
MOVE RIGHT
MOVE LEFT
FIRE
PLAYER 1
PLAYER 2
ANGLE ENCODER B D
D0
D1
D2
D3
D6
D5
D4
+12V
+5V
GND
CE 3110
CE 1591 2X9
CE 1592 2X9
KEY
COIN SW.2
COIN SW.1
CE 1338
CE 1339
6,3V 0,3A
FRONT DOOR
CE 1424 2X4
CE 1423
POWER
CE 1808
CNT 3PIN
CE 1706
VENTILATOR
CE 1880
CE 1808
TELAIO ALIMENTAZIONI CEC 212
GND
0V
220V
VENT.
VENT.
6,3VAC
6,3VAC
12V 2A
12V 2A
15V 2A
15V 2A
0V
8,5V 3A
8,5V 3A
220V
0V
120V 0,8A
0V
220V
0V
CE 1751
CN 12 PIN CN
CE 1766
CE 1744
CN 3 PIN CN
CE 1765
CE 3016
J5 15PIN CN
GND
+5V
+12V
GND
+12V
MTR.RETURN
+5V GND
POWER BOARD
COM.
COM.
COM.
12VAC
12VAC
8,5V
8,5V
8,5V
8,5V
14V
14V
+5V
+5V
+5V
GND
GND
GND
RESET
V.BATT.
+12V
GND
J4 15PIN CN
CE 3016
CE 1764
CE 1765
CE 1776
CE 1751
NEON
15000µ 25V
KPBC 10005
33000µ 25V
KPBC 10005
FILTER ASS'Y
KEY
MTR RETURN
COUNT MONEY
MOVE DOWN
MOVE UP
MOVE RIGHT
MOVE LEFT
FIRE
PLAYER 1
PLAYER 2
GND
D0
D1
D2
D3
D6
D5
D4
COIN SW. 2
COIN SW. 1
SERVICE SW.
TEST SW.
GND
CE 3126 J5 5PIN CN
CE 3126 J5 5PIN CN
CE 3128 J4 19PIN CN
COUNT MONEY
SER. SW.
TEST SW.
KEY
SOUND I/O
R. SHIELD
R. AUDIO
L. SHIELD
L. AUDIO
VOLUME
22K
KEY
CE 1991 J3 9PIN CN
J1
P1
J2
P2
P3
J3
P4
J4
CPU BOARD
VIDEO GEN.
P5
J5
KEY
+5V
GND
+5V
+5V
+5V
GND
GND
GND
RESET
V. BATT.
+12V
GND
CE 3146 (1992) J1 20 OR 22 PIN CN
T.V. RED
GND
T.V. GREEN
T.V. BLUE
HOR. SYNC.
VERT. SYNC.
CE 3127 12 9PIN CN
ON/OFF DEG.
CE 1334
CE 1350
ON/OFF DEG.
MONITOR SUPPLY
CE 1335
CE 1332
T.V. RED
GND
T.V. GREEN
T.V. BLUE
HOR. SYNC.
VERT. SYNC.
T.V. CONTROL SIGNAL
CE 1354
CE 1332
120V 0,8A
0V
220V
0V

F.LLI ZACCARIA s.n.c.
Via Armaroli, 18 - 40012 CALDERARA DI RENO (Bo) Italy

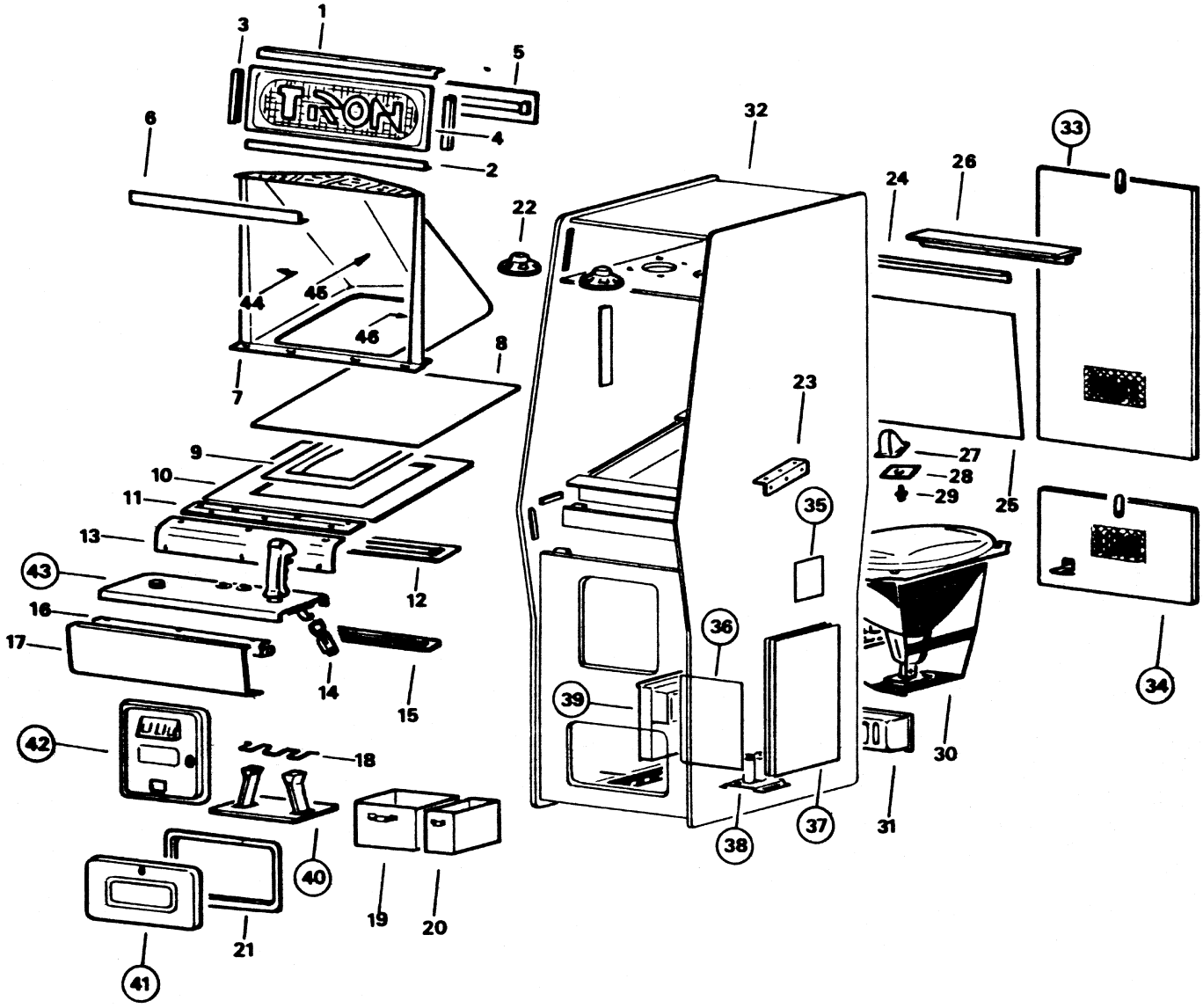
PART NAME	PART NO.
WIRING DIAGRAM "TRON"	

DWN.	DATE	REV.	DATE REV.	SHEET
[illegible]	16.9.82			

UNLESS OTHERWISE SPECIFIED
1) ALL RESISTORS VALUES IN
2) ALL CAPACITORS VALUES IN

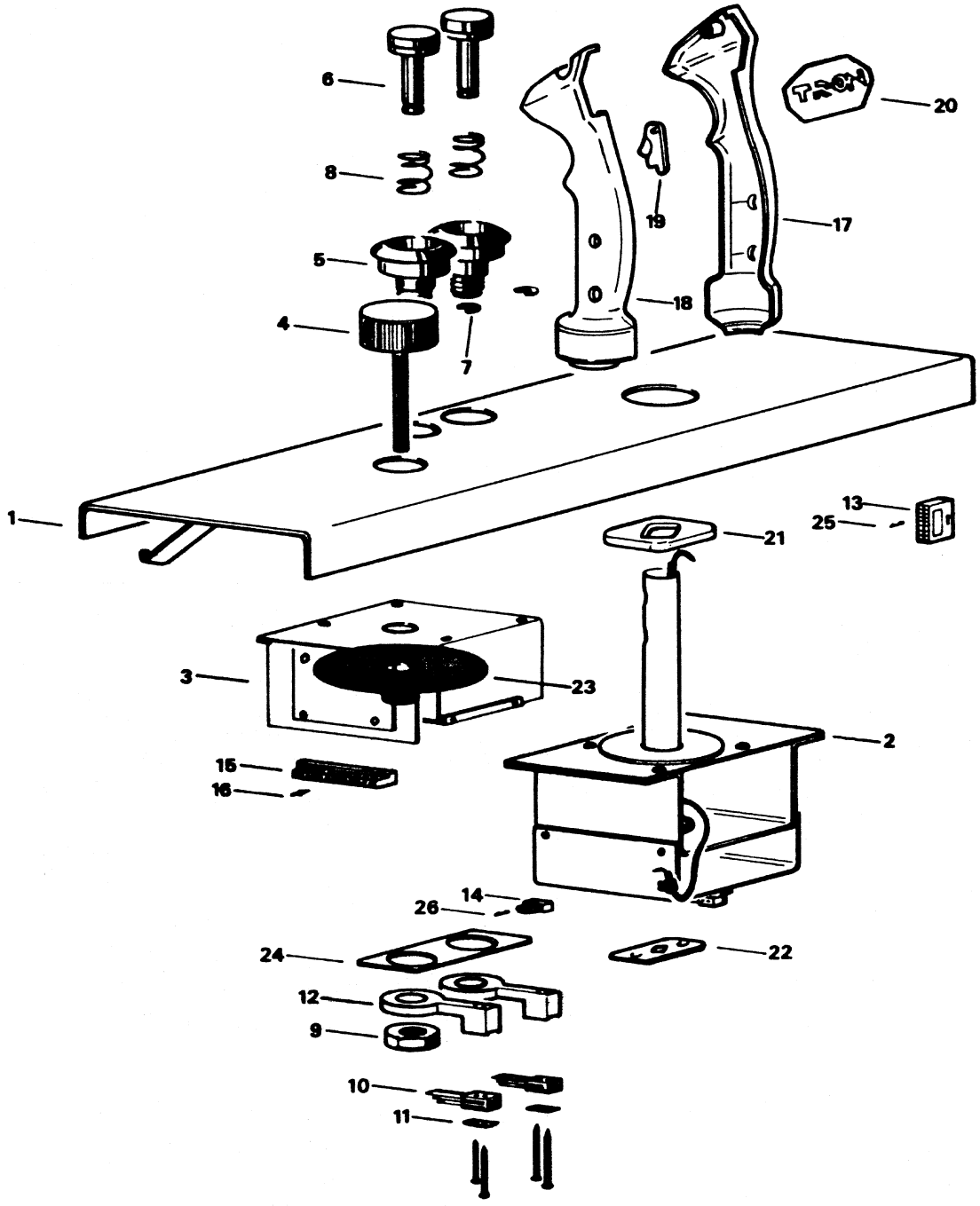
mechanical parts

Z 046 A/0



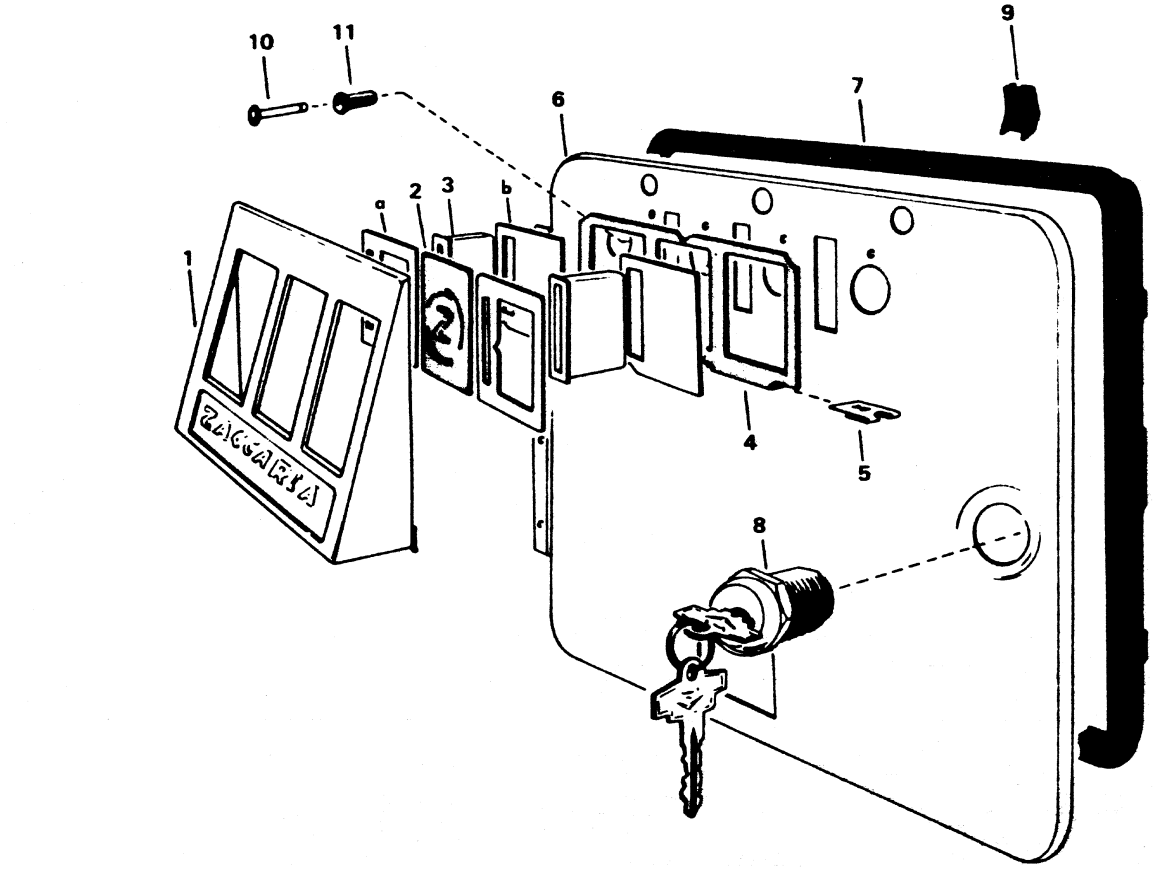
1	A 7485	Angolare ferma vetro superiore
2	A 7484	Angolare ferma vetro inferiore
3	MV 009	Guarnitura in plastica per pannello nome
4	MRB 587	Vetro mm. 584 x 196 serigrafato "TRON"
5	C 8284	Tavoletta neon "TRON"
6	A 7487	Angolare copri filo superiore
7	MRB 596	Parabrezza in ABS termoformato con adesivi applicati
8	MV 079	Vetro mm. 585 x 510 x 5 grigio fumé temperato copri monitor
9	AS 1106	Schermatura monitor 20 "TRON"
10	FB 157	Pannello in legno copri cinescopio video "TRON"
11	A 7488	Piatto copri filo inferiore
12	C 8284	Tavoletta neon "TRON"
13	MRB 593	Pannello ricurvo in plexyglass copri neon ultravioletti
14	B 6115	Chiusura a leva tipo "F" registrabile
15	C 8285	Tavoletta con neon viola assemblata "TRON"
16	A 7489	Angolare supporto plexyglass serigrafato
17	MRB 594	Pannello ricurvo ad "U" in lexan copri neon inferiore
18	A 4560	Molla sagomata sostegno canaletti monete
19	B 7271	Cassetta monete grande
20	B 7272	Cassetta monete piccola
21	A 7465	Cornice sportello cassetta moneta
22	CE 2082	Altoparlante AD
23	A 7260	Angolare rinforzo mobile
24	A 7490	Angolare fissaggio scenografia "TRON"
25	MRB 595	Scenario illuminato trasparente serig "TRON"
26	C 8284	Tavoletta neon "TRON"
27	A 7298	Protezione interruttore
28	A 5112	Piastrina porta interruttore
29	S.C.	Degaussing button
30	CEC 096	Monitor MTC 900
31	A 7459	Scatola in ABS raccolta cavo di rete
32	MRB 600	Mobile in legno serigr "TRON"
33	C 8282	Sportello posteriore alto (v. tav.)
34	C 8283	Sportello posteriore basso (v. tav.)
35	CEC 214	Scheda aplificatore
36	CEC 215	Scheda alimentatore
37	C 8277	Gruppo schede gioco ass. (v.tav)
38	C 8250	Piastra supporto filtri ass. (v.tav)
39	CEC 212	Telaio d'alimentazione (v. tav.)
40	C 8251	Gruppo n°2 canaletti moneta ass. (v.tav.)
41	C 8255	Sportello cassette monete ass. (v. tav.)
42	C 8109	Sportello gettoniera ass. (v. tav.)
43	D 026	Mascherina di comando ass. vers. MIDWAY (v. tav.)
44	MRB 598	Adesivo sinistro serig.
45	MRB 599	Adesivo centrale serig.
46	MRB 597	Adesivo destro serig.

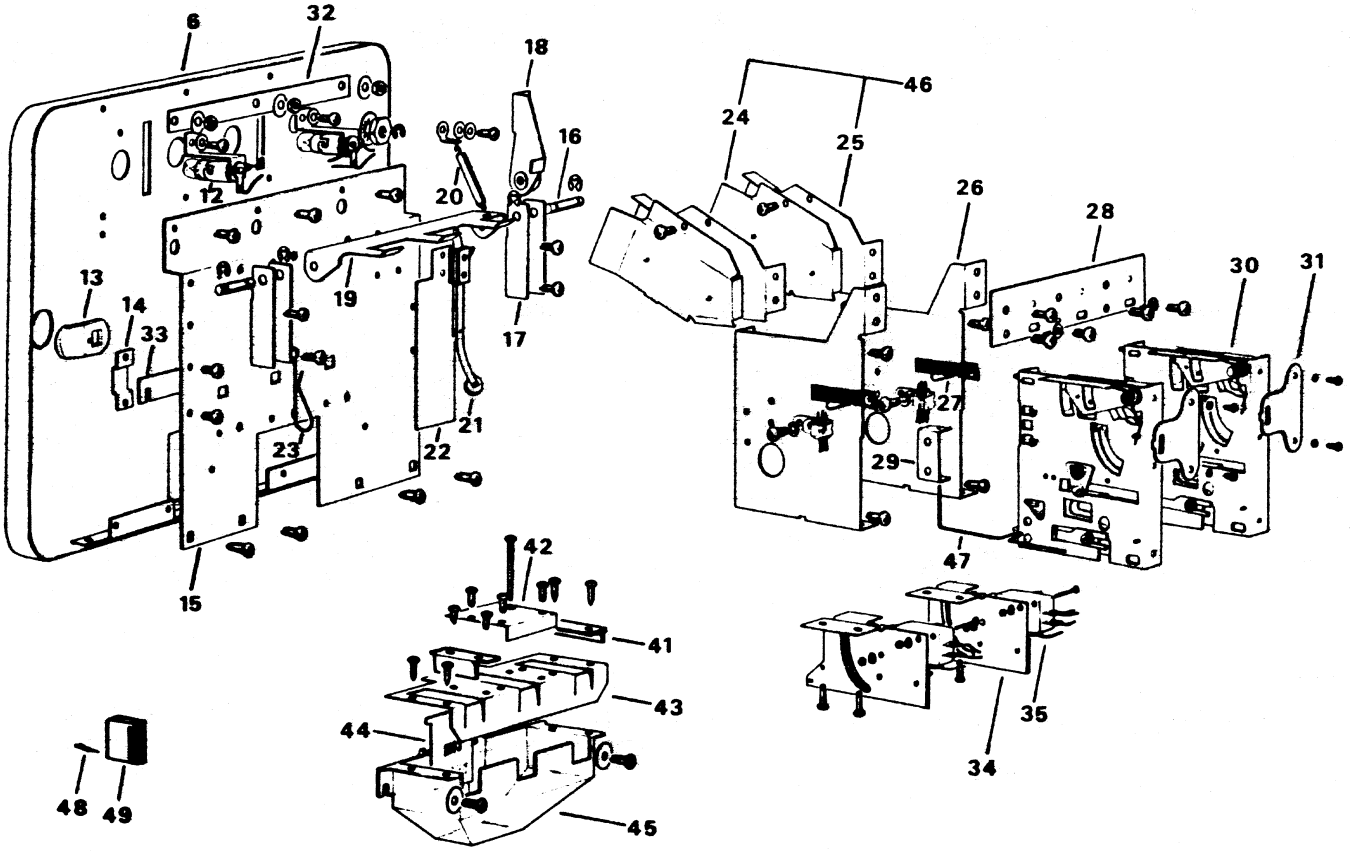
DO26 MASCHERINA DI COMANDO ASS. VERS. MIDWAY



1	MRB 589	Mascherina di comando in lamiera plast.
2	C 8286	Gruppo leva ass.
3	C 8287	Gruppo sensore
4	C 8288	Manopola gruppo sensore
5	A 5225	Corpo pulsante rosso
6	B 6130	Pulsante rosso con sgolo
7	A 4202	Anello DIN speciale pulsante flipper
8	A 4272	Molla richiamo pulsante flipper
9	A 5214	Dado ferro zincato fiss. corpo pulsante
10	B 9021	Pacco lamellare pulsante video
11	A 6020	Piastrina copri pacco lamellare
12	AS 1103	Supporto in plastica per lamelle pulsanti
13	CE 1591	Connettore MODU 2 maschio 2 × 9
14	CE 1809	Connettore AMP 2 vie
15	CE 3110	Connettore 18 vie bianco (24 AWG)
16	CE 1983	Chiavetta di polarizzazione
17	AS 1108	Leva in plastica azzurra parte destra Tron
18	AS 1109	Leva in plastica azzurra parte sinistra Tron
19	AS 1110	Grilletto rosso Tron
20	MRB 606	Frontalino serigrafato per leva Tron
21	AS 1111	Particolare in gomma trasparente a 4 posizioni per leva
22	AS 1112	Rettangolo in plastica rossa con rombo centrale
23	A 5349	Disco in ottone con 128 finestre
24	FB 158	Supporto in legno per distanziali porta pacchi lamellari
25	CE 1348	Contatto maschio MODU 2
26	CE 1965	Contatto AMP femmina

C 8109 SPORTELLO PORTA GETTONIERE



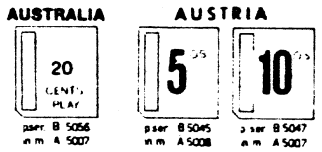


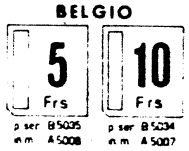
EL. COMP. TAV. III

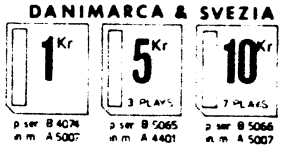
C 8109 SPORTELLO PORTA GETTONIERE

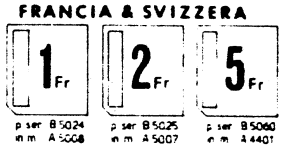
1	ASB	116	Frontalino sportello con cerniera
2	A	5009	Piastrina con marchio
3	A	6008	Guida moneta in plastica
4	A	7005	Componente fissaggio accessori
5	A	4383	Piastrina semidoppia
6	B	7194	Sportello con cerniera
7	A	7236	Cornice in alluminio pressofuso
8	B	7196	Serratura
9	A	4460	Staffa fissaggio cornice
10	A	4031	Pulsante scarto moneta
11	A	4032	Componente per pulsante
12	B	5029	Porta lampada alto sportello
13	A	4328	Leva per serratura sportello anteriore
14	A	5002	Fermo barra arresto moneta
15	A	7002	Piastra supporto gettoniera
16	A	4005	Perno per cavallotto sportello
17	A	6001	Cavallotto sportello
18	B	6001	Leva con boccola
19	A	6002	Leva di scarto gettoniera
20	A	5201	Molla richiamo leva di scarto
21	B	9015	Pacco lamellare Tilt
22	A	5205	Cartoncino isolatore sportello
23	A	5021	Ferretto porta chiave sportello
24	A	7009	Scorrimonete maschio
25	A	7008	Scorrimonete femmina
26	B	7006	Supporto gettoniera
27	A	5252	Forcellina fissaggio gettoniera
28	A	5014	Piastrina accoppiamento supp. gettoniera
29	A	5015	Componente per asta arresto moneta
30	B	7083	Gettoniera L. 50
30	B	7084	Gettoniera L. 100
30	B	7175	Gettoniera L. 200
30	B	7092	Gettoniera 25 C
30	B	7096	Gettoniera 5 F
30	B	7097	Gettoniera 10 F
30	B	7098	Gettoniera 5 P
30	B	7099	Gettoniera 10 P
30	B	7147	Gettoniera 50 P
30	B	7111	Gettoniera 0,50 pfg
30	B	7112	Gettoniera 1 DM
30	B	7113	Gettoniera 2 DM
30	B	7114	Gettoniera 5 DM
30	B	7128	Gettoniera 1 FS
30	B	7129	Gettoniera 2 FS
30	B	7148	Gettoniera 10 Fr Belgi
30	B	7233	Gettoniera 5 Dinari
30	B	7234	Gettoniera 10 Dinari
31	A	5114	Piastrina fissaggio gettoniera
32	A	5006	Asta per frontalino
33	A	5001	Barra arresto moneta
34	B	6109	Piastra porta micro
35	B	5053	Micro nero
41	A	7279	Squad. unidirezionale antifrode
42	A	5010	Squad. 4 fori
43	A	6009	Copertura per raccoglitore monete
44	A	5011	Cancelletto
45	A	7300	Raccoglitore in lega
46	B	6076	Scorrimoneta assemblato
47	A	5208	Ferretto arresto moneta grande
47	A	5013	Ferretto arresto moneta piccola
48	CE	1348	Maschio MODU 2
49	CE	1338	Connettore maschio

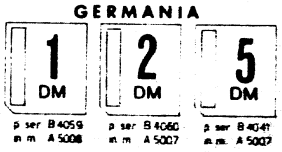
a = introduzione moneta (in.m.)
b = introduzione serigrafata (p.ser.)

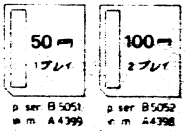


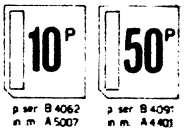


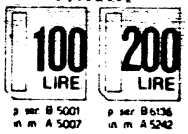


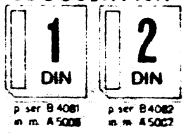


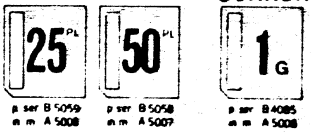




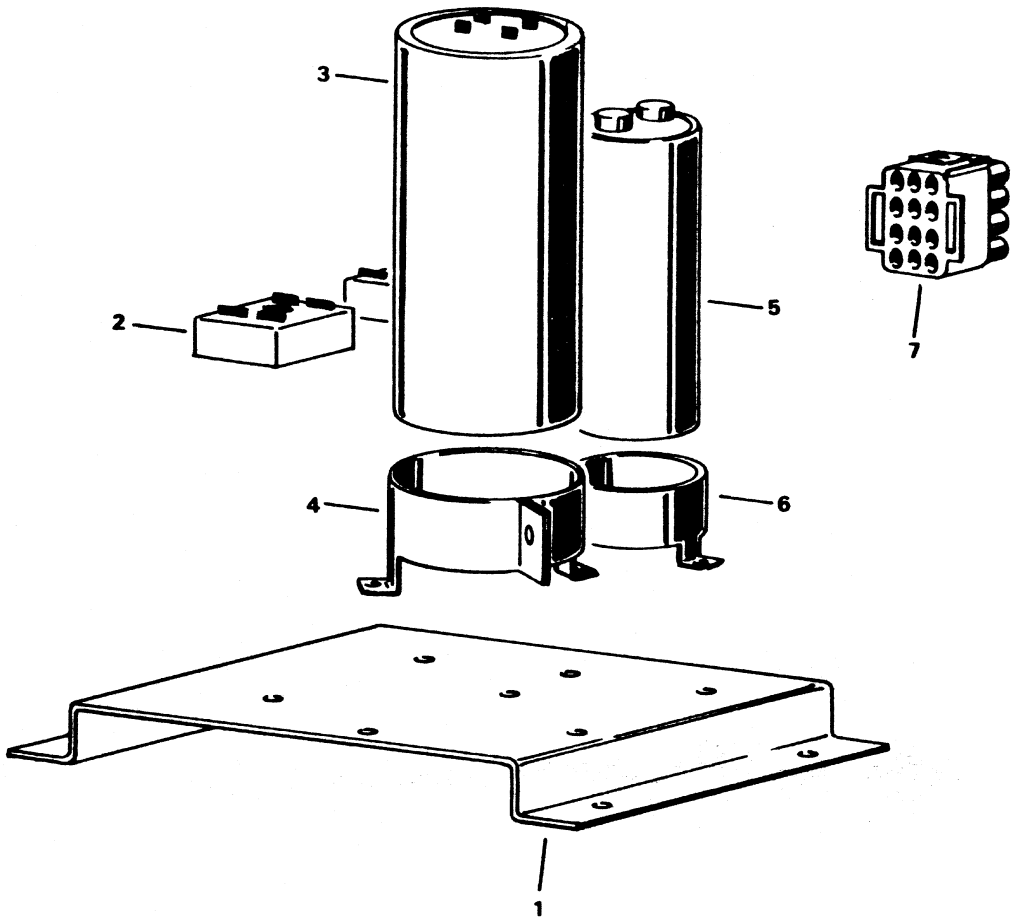






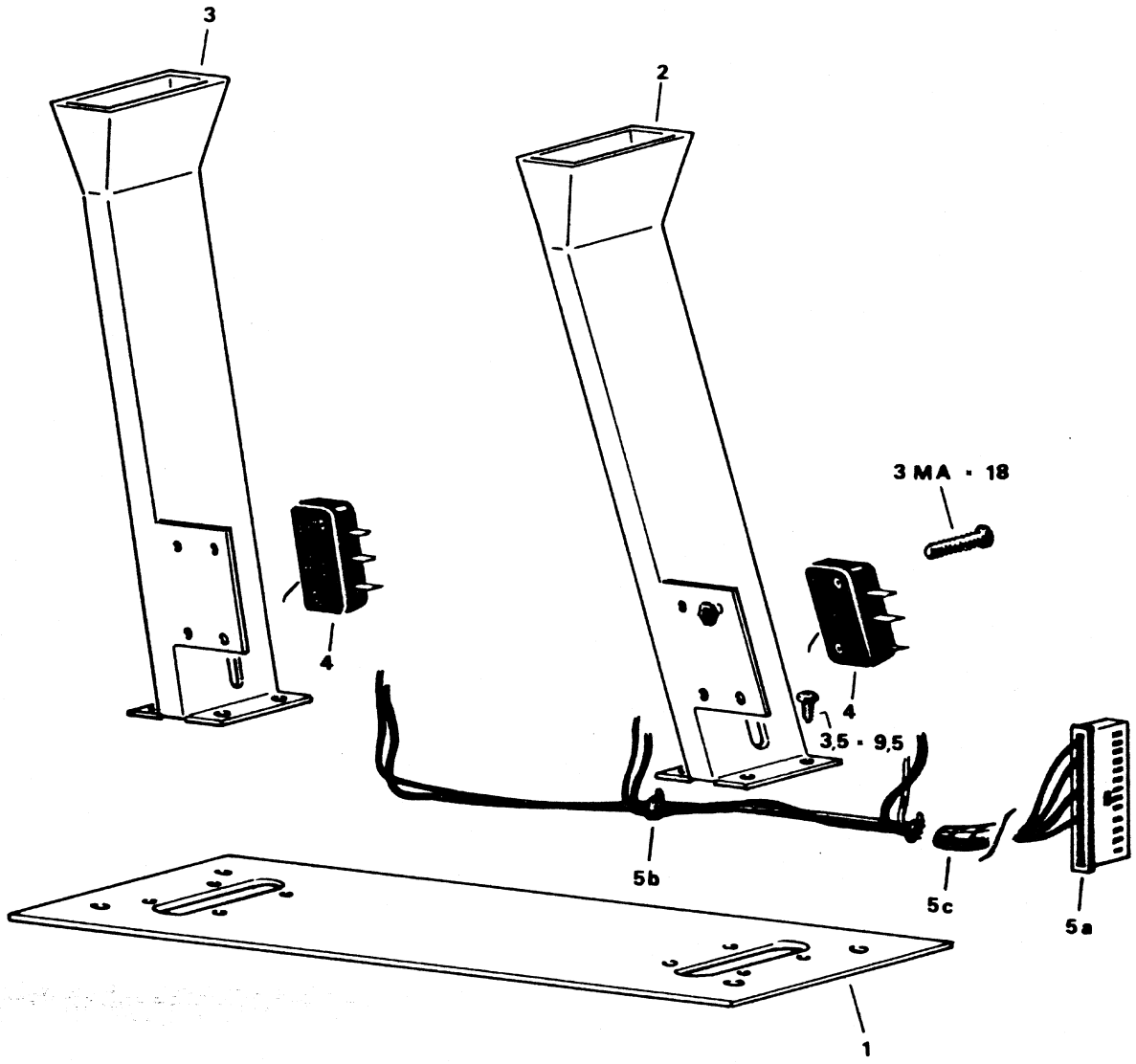


C 8250 PIASTRA SUPPORTO FILTRO ASSEMBLATA



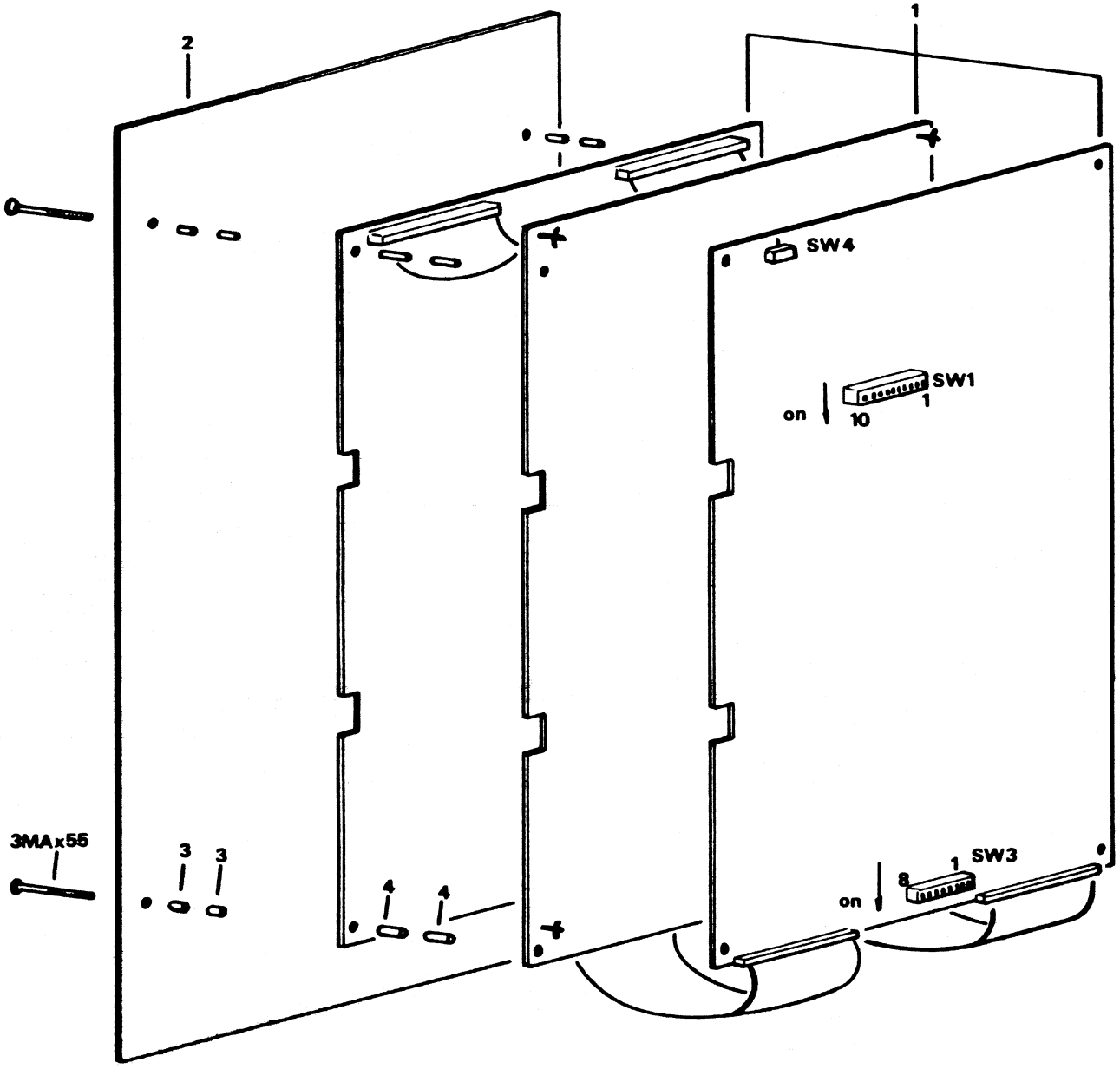
1	A 7467	Staffa supporto filtri
2	CE 1405	Ponte KBPC 10-005
3	CE 3003	Condensatore 33.000 nF
4		Staffa supporto condensatore grande
5	CE 1583	Condensatore 15.000 nF 25V
6		Staffa supporto condensatore piccolo
7	CE 1766	Connettore AMP 12 vie volante

C 8251 GRUPPO N. 2 CANALETTI MONETE ASS.



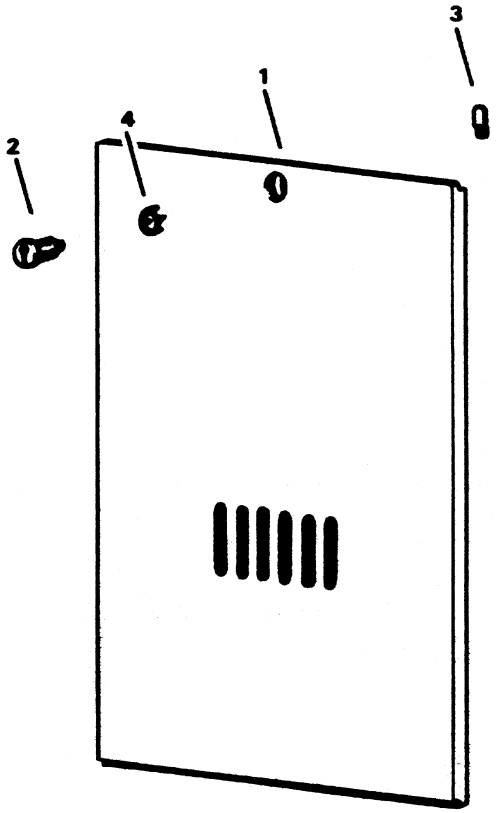
	1	A 7390	Piastra porta canaletti a 2 fori
	2	B 7273	Canaletti monete destri
	3	B 7274	Canaletti monete sinistri
	4	B 6185	Micro switch E51 - 6GB - R
CEB 162	5a	CE 1550	Connettore MODU 2 femmina 15 vie
CEB 162	5b	CE 2024	Fascette serracavo piccole
CEB 162	5c	BS 3101	Spirale Record tipo 3

C 8277 GRUPPO SCHEDA GIOCO ASS.



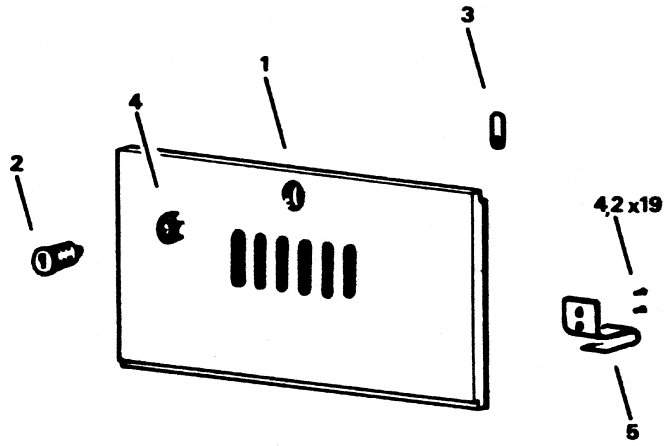
1	CEC 238	Schede "TRON" ass.
2	A 7334	Piastra in alluminio
3	A 4517	Cilindretto Ø e 8 Ø i 3 h 10
4	A 5136	Tubino cucchiaio pop 7,8 x 14,2

C 8282 SPORTELLO POSTERIORE ALTO ASS.



1	FB 156	Sportello posteriore alto
2	B 7153	Serratura art. 5078
3	A 4442	Linguetta per serratura lunga
4	A 4436	Rondella A W ! a 4 denti

C 8283 SPORTELLO POSTERIORE BASSO ASS.



1	FB 155	Sportello posteriore basso
2	B 7153	Serratura art. 5078
3	A 4442	Linguetta per serratura lunga
4	A 4436	Rondelle A W 1 a 4 denti
5	A 6309	Squadretta a molla