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PADDLE PUSHER RANGE 2 & 3 PLAYERS Coin In/Token Out (Ticket Payout Optional) Changer/Non-Changer (Cash In/Cash Out)

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SCM0050 - Schematic Diagram

Schematic Diagram - Component Board Assy

'IMPORTANT'

FLOATING-UP OF THE PLAYFIELD

The following procedure is recommended to set-up the playfield with coins before it is played:

1. The playfield and upper pusher deck have the area to accept approximately 600 coins. Spread this amount evenly over the playfield whilst the machine is running. Any coins which are won should be put back onto the playfield area.
2. It is recommended another 1,000 coins are fed through the coin entry to set the machine up ready for play.

GAME PLAY

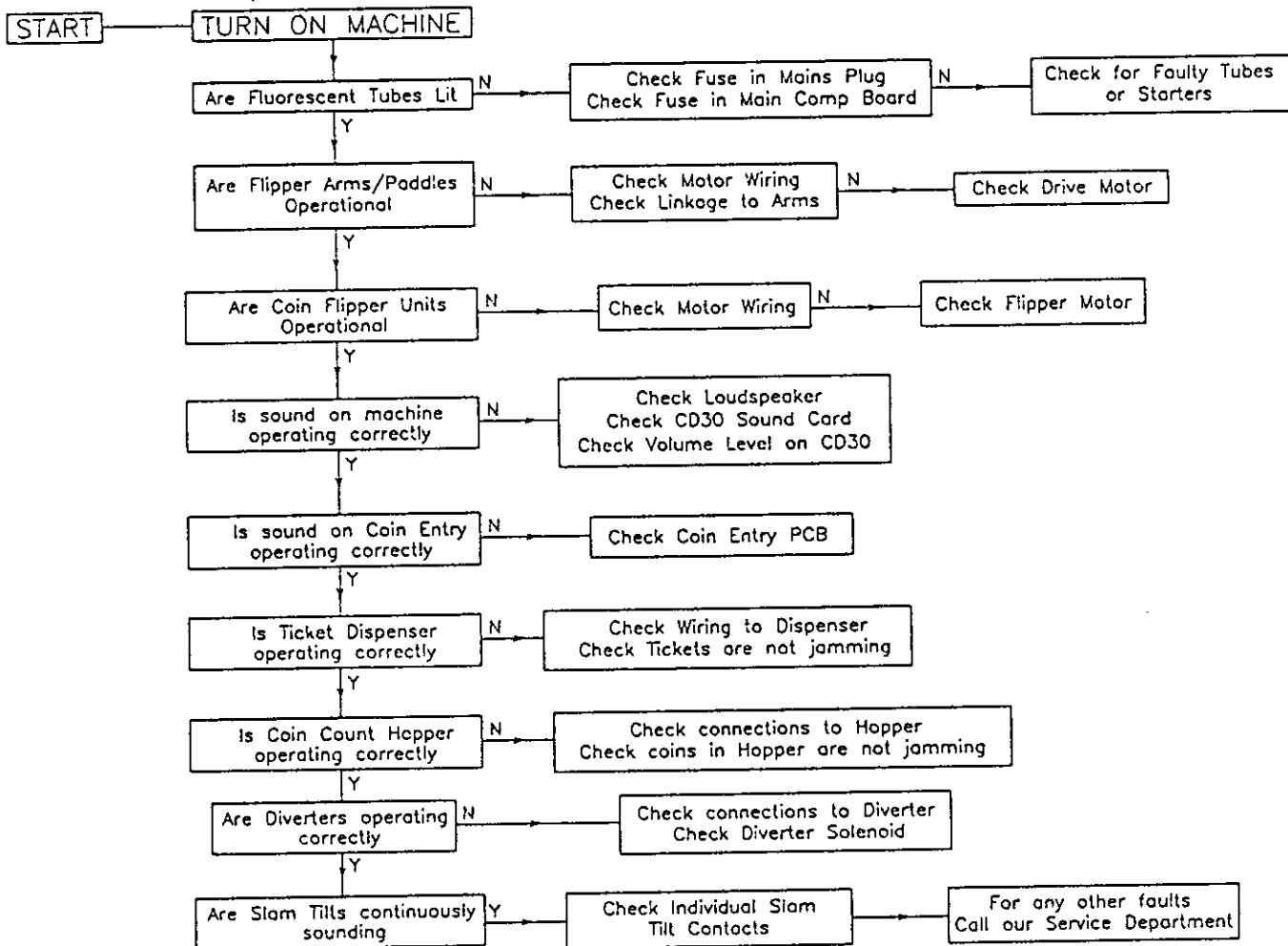
The aim of the game is to push coins over the front edge of the playfield into a win chute.

The player may find that over a certain period of time coins on the playfield may have built up more in one particular area, therefore he/she will 'AIM' for this area so as to 'push' as many coins as possible over the edge.

Players will inevitably look for the biggest build up of coins on the playfield to push as many off as possible so the 'Floating Up of the Playfield' must be done correctly.

Fault Finding Guide

Page 2



Safety Summary

The following safety precautions apply to all operators and service personnel, be it CROMPTONS service engineers or otherwise. Specific warnings and cautions exist throughout this manual where they apply.

DIS-CONNECT POWER DURING REPAIRS - To avoid electrical shock, dis-connect the game from the power source before removing or repairing 'any' part of the game.

USE ONLY CROMPTONS PARTS - To maintain the safety integrity of your CROMPTONS game, do not use 'NON-CROMPTON' parts when repairing the game. Use of NON-CROMPTON parts or other modifications to the game circuitry may adversely affect the safety of your game and cause injury to you or your players.

HANDLE FLUORESCENT TUBES WITH CARE! - If you drop a fluorescent tube and it breaks, it may implode! Shattered glass can fly upto six feet or more from the implosion.

USE THE PROPER FUSES - To avoid electrical shock, use replacement fuses which are specified within this manual for this game. Replacement fuses must match those replaced in fuse type, voltage rating and current rating. In addition, the fuse cover must be in place during game operation (where applicable).

PROPERLY ATTACH CONNECTORS - Make sure that all the connectors on each and every printed circuit board (PCB) and on the Microcontroller Unit (where applicable) are properly plugged in. Please note that they are keyed to fit only one way. If they do not connect easily the first time, do not try and force them. A reversed connector may damage your game operation.

Troubleshooting Techniques

WARNING

To avoid electrical shock, turn *off* the game power before attempting any troubleshooting procedures.

The following troubleshooting steps are arranged in a sequence recommended for locating a defective component.

Check Fuses

Check for open fuses. Refer to the relevant sections within the Illustrated Parts Lists for details about the fuses. Make sure that replacement fuses are the proper type and correct rating.

Visual Check

Visually check for obvious problems in the area of the game where the trouble is suspected. For example, check for loose or defective solder connections, loose cable connections, broken wires and damaged Printed Circuit Boards or components.

Changing **the** coinage

In order to change the coinage for example from 25c Play to 5c Play or from 10p Play to 2p Play, follow the procedure set out below:

1. Remove the fixing screws and Coin Entries totally.
2. Remove the Perspex Panel and change the Coin of Play Sticker from 25c Play to 5c Play or from 10p Play to 2p Play.
3. Remove the metal Playfield Riser in order to change the Slipper Plates **as** these can only be replaced by sliding them forward.
4. Replace new size Slipper Plates according to new coinage used.
5. Replace metal Playfield Riser.
6. Replace Perspex Panel and new Coin Entries.

IMPORTANT It may be necessary to adjust the 'Coin Flip' for different coinages by turning the dial

Control & Switch Locations

Coin In/Token Out (Ticket Payout Optional)

Power On/Off Switch

The Power On/Off Switch is located at the rear of the machine.

Volume Control

The Volume Control is located upon the CD30 Sound Card which in turn is located in the side of the machine. The dial on the Sound Card is in the form of a small blue-coloured block with a white slotted dial within.

By turning it clockwise and anti-clockwise with the aid of a slotted headscrewdriver, it is possible to adjust the level of sound produced by the machine.

Coin Counters

The Coin Counter(s) are located within the cash box area. The Counters record the number of coins entered.

Soundbomb Alarm

This machine has been installed with a Soundbomb Alarm. This is located within the Top Sign and operates an alarm everytime the machine is tilted.

Please Note:

The Sound Attract Mode time length is not adjustable.

Dipswitch Settings - 0101 PCB (located in side of cabinet)



TABLE 1

BANK 2		FUNCTION	NO5	NO6	NO7	NO8	PAYOUT
SW 1	BIT 7	- PAY ON COIN ENTRY	I	I	I	0	= 1
SW 2	BIT 6	- DICE FEATURE ENABLE	I	I	0	I	= 2
SW 3	BIT 5	-	I	I	0	0	= 3
SW 4	BIT 4	-	I	0	I	I	= 4
SW 5	BIT 3	-	I	0	I	0	= 5
SW 6	BIT 2	-	I	0	0	I	= 6
SW 7	BIT 1	-	I	0	0	0	= 7
SW 8	BIT 0	-	0	I	I	I	= 8
SEE TABLE 1			0	I	I	0	= 9
SEE TABLE 1			0	I	I	0	= 11
SEE TABLE 1			0	0	I	I	= 12
SEE TABLE 1			0	0	0	0	= 13
SEE TABLE 1			0	0	0	I	= 14
SEE TABLE 1			0	0	0	0	= 15

I = ON 0 = OFF

Control & Switch Locations

Changer/Non-Changer - Cash In/Cash Out

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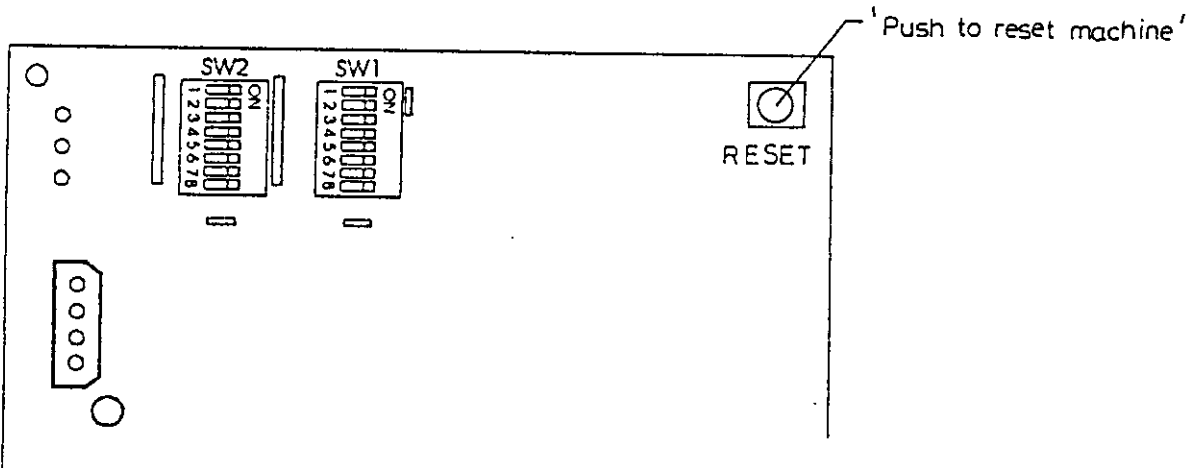
Soundbomb Alarm

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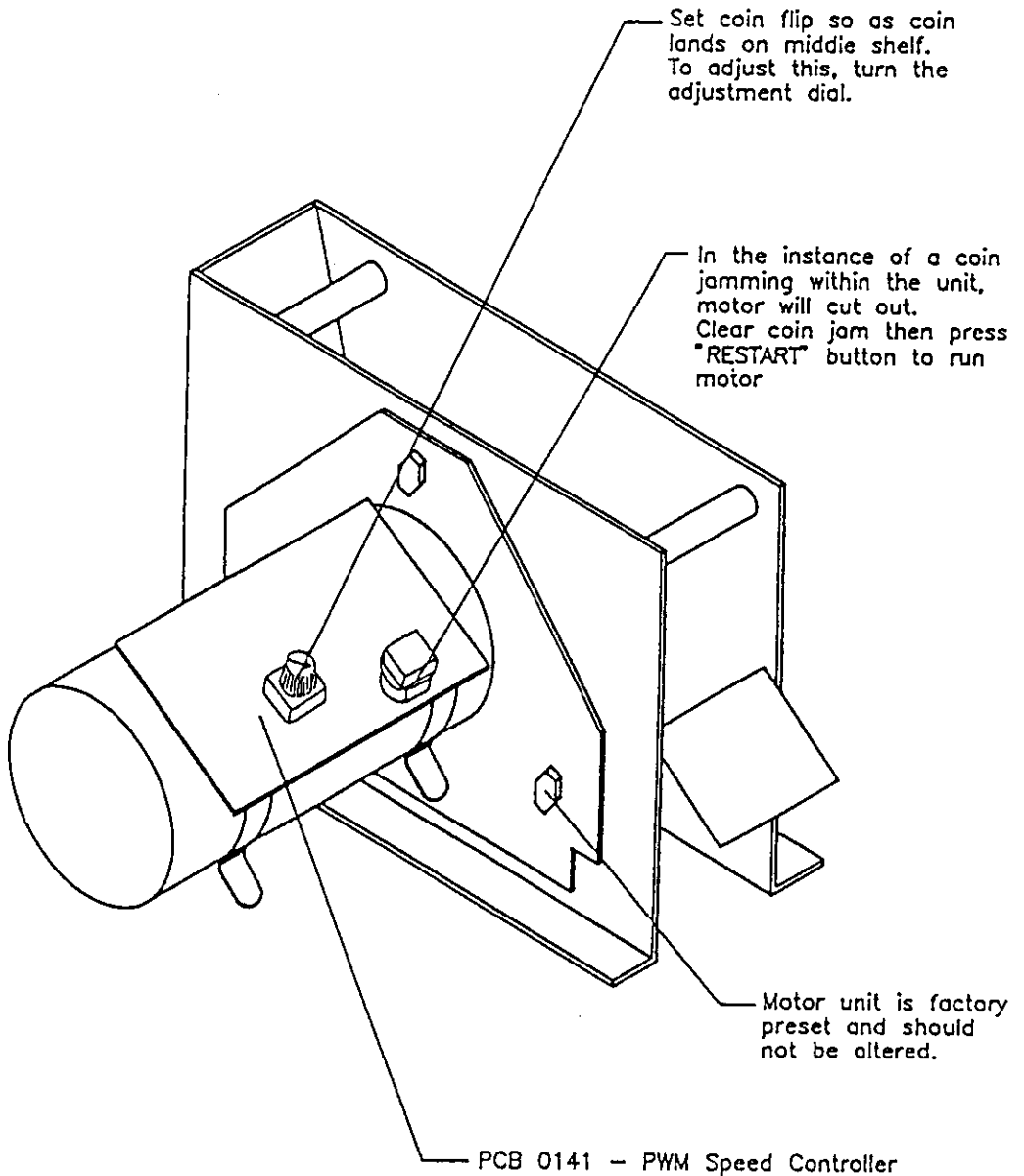
Dipswitch Settings - 0101 PCB (located in side of cabinet)

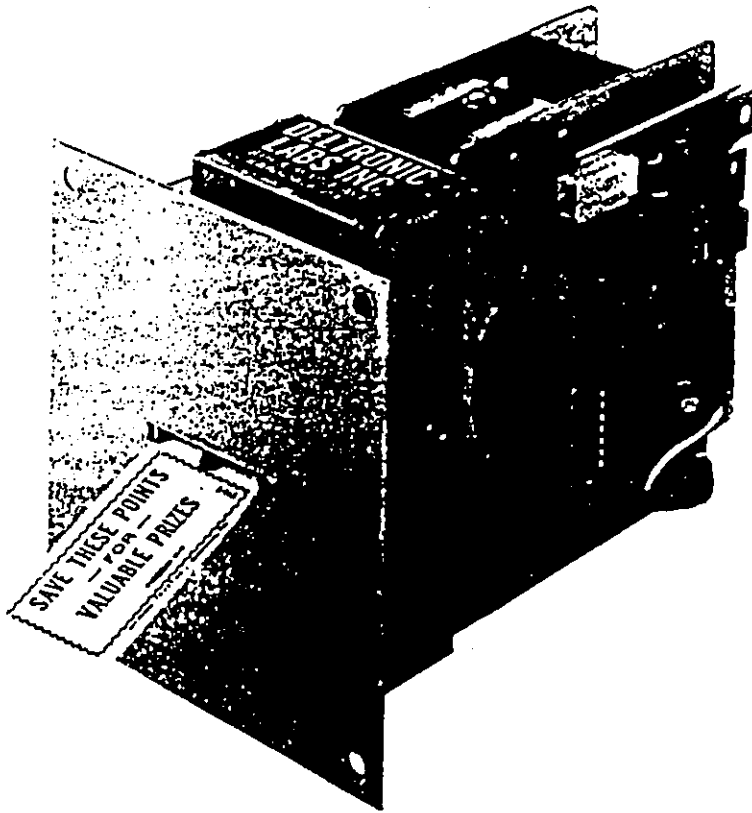


<u>BANK 1</u>	<u>FUNCTION</u>
SW 1 BIT 7	TILT TIME - 30 SECONDS
SW 2 BIT 6	TILT TIME - 20 SECONDS (DEFAULT)
SW 3 BIT 5	TILT TIME - 10 SECONDS
SW 4 BIT 4	TILT TIME - 5 SECONDS
SW 5 BIT 3	DIVERT TIME - 50 SECONDS
SW 6 BIT 2	DIVERT TIME - 40 SECONDS (DEFAULT)
SW 7 BIT 1	DIVERT TIME - 30 SECONDS
SW 8 BIT 0	DIVERT TIME - 20 SECONDS

Flipper Unit Motor Speed Adjustment

Page 8





TICKET DISPENSER

MODEL DL - 1275

DELTRONIC LABS INC.
8TH & MAPLE AVE.
LANSDALE, PA. 19446
U.S.A.

Telephone: 215-362-9112
TELEX 317054
FAX 368-7159

TICKET DISPENSER

MODEL DL-1275

PATENT NO. 4272001

1. MECHANICAL DESCRIPTION OF OPERATION

The tickets are moved through the ticket chute by means of a power driven roller which is spring loaded against an idler roller. The power driven roller is mounted on the output shaft of the motor gear train assembly. The motor assembly is mounted to the pivot bracket assembly in two oilite bearings. The motor assembly has a limited free swing, limited by the brake sprag. The brake sprag engages the power roller as an anti-theft device. With the free swing of the motor assembly, the direction of torque, when electric power is applied, is in a direction to release the brake sprag. When an attempt is made to pull tickets from the machine when power is off, the torque is reversed and the brake sprag is engaged. The pulling of tickets also will cause the pivot bracket assembly to apply a pressure to the power driven roller against the ticket and idler roller greater than the pre-set spring load.

2. LOADING OF TICKETS

Tickets are entered into the rear of ticket chute and pushed forward. The power driven roller will be spring loaded against the idler roller and tickets will not pass until rollers are clear of each other. This is accomplished by use of thumb and index finger, one placed on the block to which spring is attached, the other on the pivot bracket assembly, then squeeze. Push tickets through until you see edge of ticket. Machine is now ready to operate.

3. ELECTRONIC SYSTEM

Attached to the ticket machine is a transistor motor controller, which provides dynamic braking to ensure accurate and repeatable ticket stopping after issuing any number of tickets. Included as part of the controller is ticket sensing by means of an opto-electronic beam breaker sensor, which senses the notch between tickets. The output of the ticket sensing circuitry is an open collector transistor.

4. ROLLER TENSION SPRING

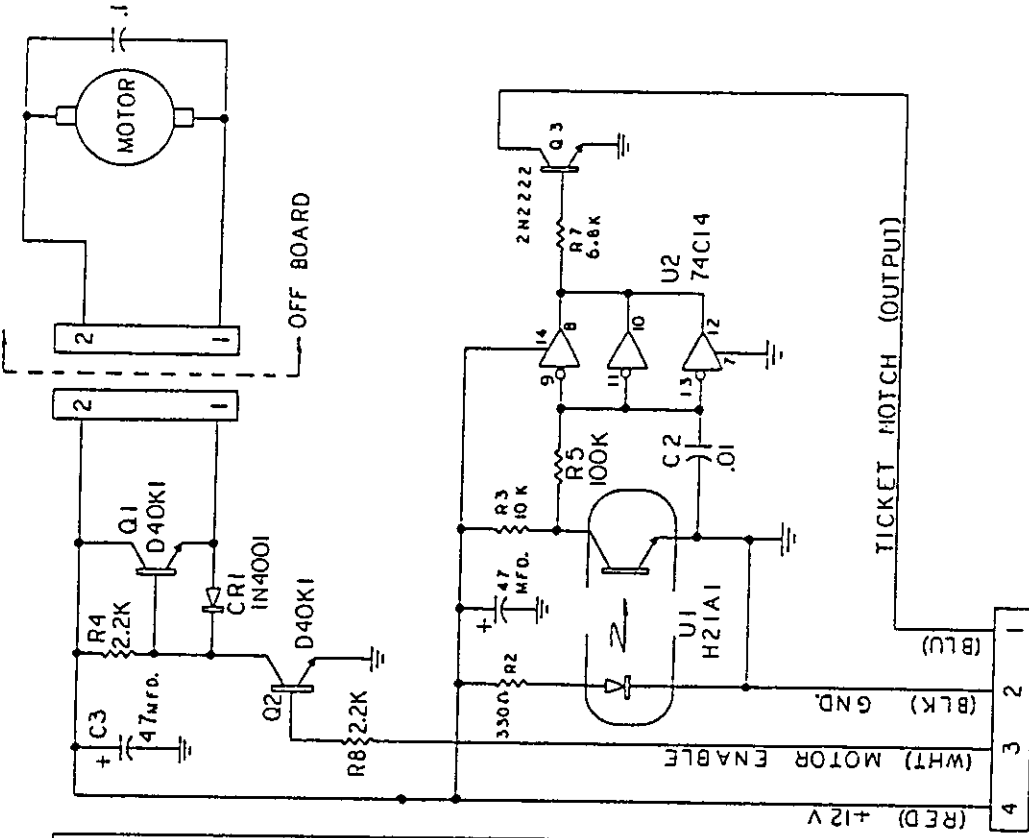
The roller tension spring keeps constant tension on tickets, which insures proper delivery and prevents tickets from being pulled through when the dispenser is idle. To increase tension, loosen screw and move spring forward. Tension is adjusted correctly when tickets cannot be pulled from dispenser.

5. TICKET GUIDE SPRING

The ticket guide spring insures that the notches in the tickets pass through the opto-beam breaker sensor. To decrease tension, loosen screw and move outer spring up. This changes the tension on the inner spring. Tickets should be snug between spring and side plate but not deformed by excess tension. The spring is adjusted at the factory for 1-3/16" wide tickets.

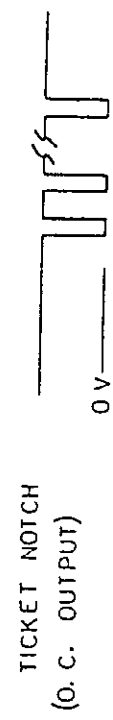
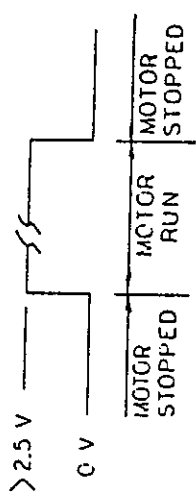
6. TICKET STOP ADJUSTMENT

The ticket stop adjustment allows positioning of tickets while the machine is off. The ticket should protrude through the slot approximately 1/16". The ticket dispenser P.C. board is mounted with 2 screws in 2 slotted holes. Loosening the screws and moving the board forward, will allow the tickets to stop farther out beyond the edge of the slot.

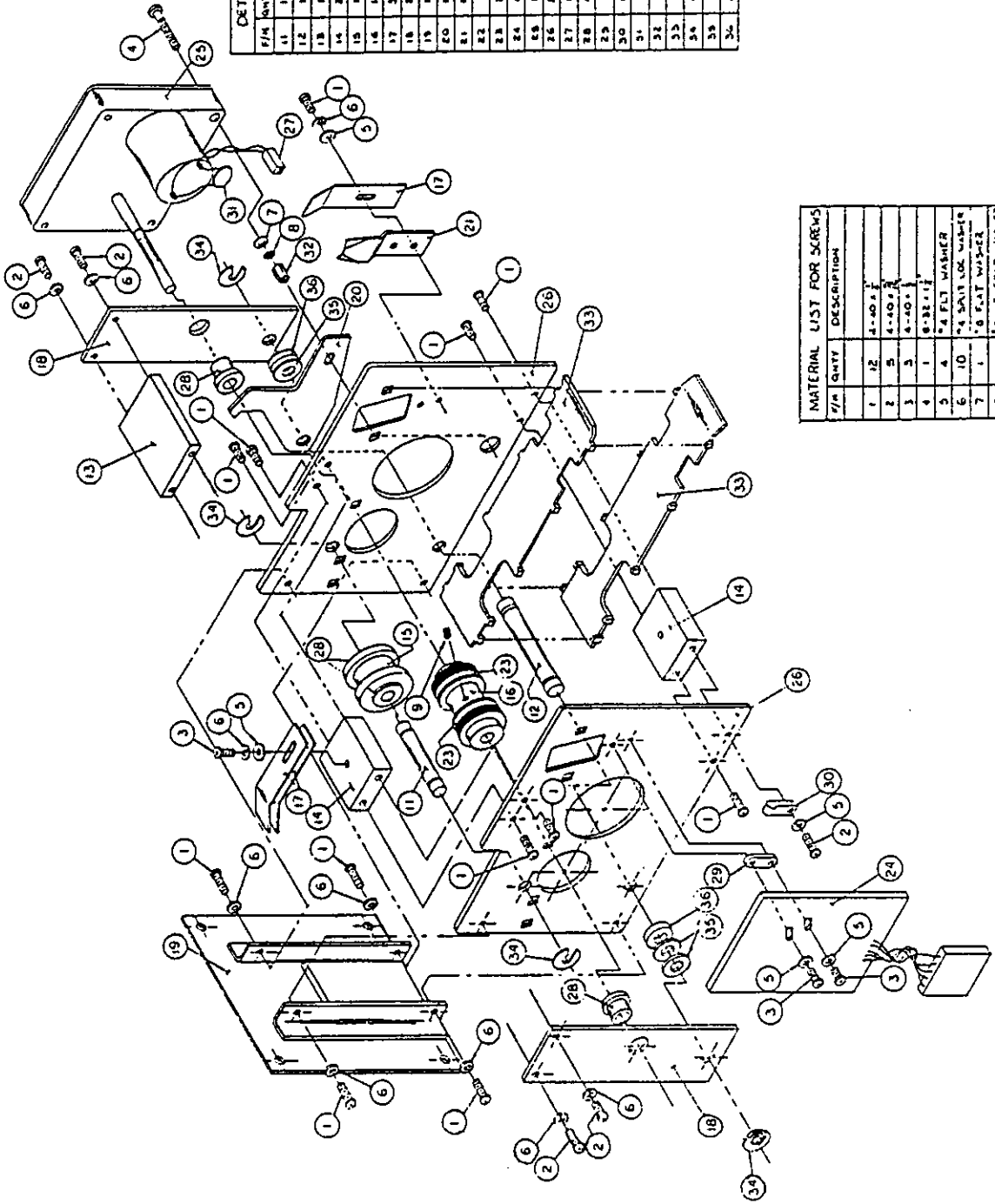


TICK. DISP. CONTROL BOARD

	MIN.	TYP.	MAX.
MOTOR SUPPLY — V	11 V	12 V	13 V
I (START) —	1.3 A	1.5 A	1.7 A
(RUN) —	.4 A	.4 A	.85 A
(STANDBY) —	—	—	30 MA
MOTOR ENABLE ON — V	+2.5 V	—	+12 V
I —	250mA	—	2.5 MA
MOTOR ENABLE CFF — V	—	—	1.0 V
I —	—	—	0
TICKET NOTCH — SINK — I — V PULL-UP	—	—	50 MA
	—	—	30 V

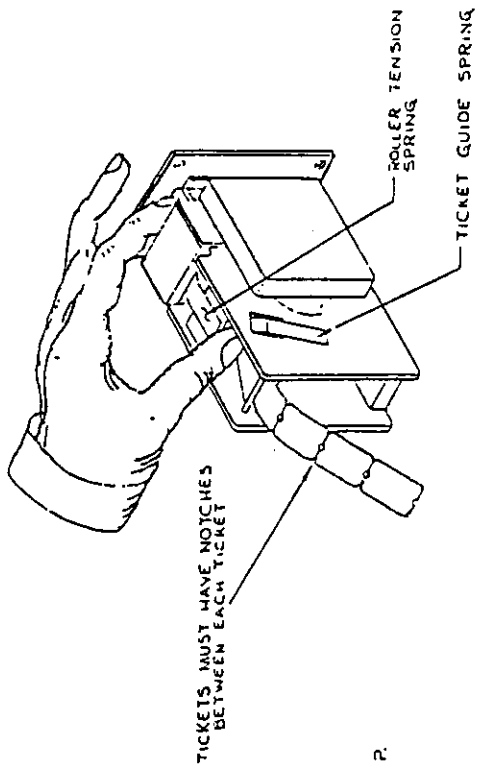
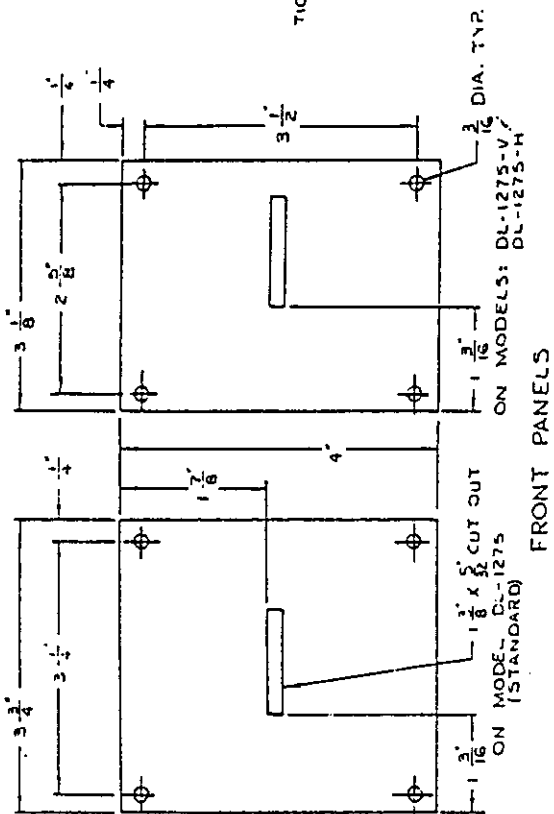


INTERFACE SPECIFICATIONS



DETAILS OF PARTS		
F/I#	QNTY	NAME
41	1	48-A-1019 IDLER ROLLER SHAFT
12	1	48-A-1010 WIRE PIVOT BKT SHAFT
18	1	48-A-1008 PIVOT BKT SPACER
14	2	48-A-1007 SPACER BUSH
15	1	48-A-1006 IDLER ROLLER
16	1	48-A-1001 DRIVE ROLLER
17	3	48-A-1011 TENSION SPRING
18	2	48-B-1011 WIRE PIVOT BKT
19	1	48-B-1001 FRONT PANEL
20	1	48-B-1002 BRAKE SPACER
21	1	48-A-1012 LOCATING SPACER
22	2	41-A-1008 "C" RING
23	1	48-B-1003 PC BONDED RUBBER
24	1	80-A-1166 MOTOR
25	1	80-A-1164 FRAME PLATE
26	2	48-B-1011 2 PIN SHAFTS CONN.
27	1	48-F-1121 SUBSIDIARY
28	1	31-A-1010 PC BOARD SPACER
29	1	31-A-1010 WIRE CLAMP
30	1	15-C-1024 WTD BSK
31	1	49-A-1013 STING OFF
32	1	31-B-1009 TEL SUPP. PLATE
33	4	E-12-41 RETAINING RING
34	3	M-120-021 SPACER WASHER
35	2	M-120-021 SPACER WASHER

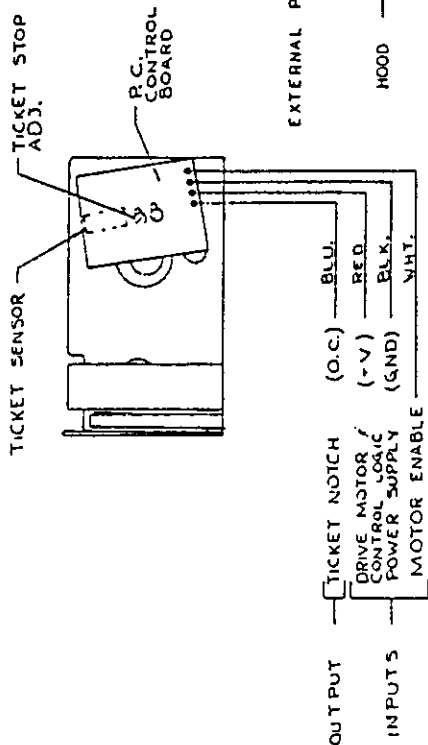
MATERIAL LIST FOR SCREWS		
F/I#	QNTY	DESCRIPTION
1	12	4-40 x 1/2
2	5	4-40 x 1/2
3	3	8-40 x 1/2
4	1	8-32 x 1/2
5	4	2 FLX WASHER
6	10	24 SPLIT LOCK WASHER
7	1	8 FLX WASHER
8	1	8 INT STAR WASHER
9	1	6-32 x 1/2 S&S NUT



TICKET LOADING DIRECTIONS:

1. ENTER TICKETS AS INDICATED AND FEED TICKETS PAST THE TICKET GUIDE SPRING UNTIL THEY STOP.
2. PLACE FINGERS AS INDICATED AND SQUEEZE.
3. FEED TICKETS UNTIL THE FIRST TICKET PROTRUDES APPROX. 1/16" BEYOND THE DISPATCH SLOT.
4. RELEASE ROLLERS, TICKET DISPENSER IS NOW LOADED AND READY FOR USE.

FOR TICKETS CONTACT:
 NATIONAL TICKET CO.
 TICKET AVE.
 SHAMOKIN, PA. 17072
 TEL: 717-648-6803



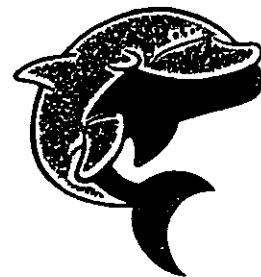
HOOD KEEPS OUT COINS & HELPS TO TEAR OFF TICKETS.

TICKET DISPENSER DIM.'S

LENGTH: 5-1/2"
 HEIGHT: 4"
 WIDTH: 3-1/8"

Dice Feature Operation

'All Models'



On Start-up or Reset of machine all three dice spin to display features.

Placement of coin into coin chutes spin all three dice.

Three matching features will pay 'Jackpot' indicated on panel, then all dice re-spin upon entry of another coin.



HOW TO FIND OUT THE CROMPTONS PART NUMBER:

- a) All parts are individually numbered for assistance when ordering new or replacement parts.
- b) Determine whether the machine is Changer/Non-Changer, Stacker/Token feature and turn to the relevant 'DIAGRAM FOR THE INSIDE OF PARTS' section showing the Sub-Assembly descriptions.
- c) Determine which part is required and turn to the relevant page number (ie: A spare CHOKE - 65 WATT (110V) is required, the section to look in would be the '65W LIGHTING BOARD ASSEMBLY' Page Number 25).
- d) Once on the required page number, find the Item Number of the required part on the drawing sheet and then refer to the listing. Read the description, quoting the part number and manual number.

HOW TO ORDER A PART:

Please specify the following to the 'SPARES DEPARTMENT'

- a) Name of machine
- b) Manual number
- c) Title of section in which part occurs
- d) Name/Description of part
- e) Crompton part number

To order 'CHOKE - 65 WATT' (110V) please quote the following:

- a) Paddle Pusher Range 2 & 3 Players
- b) FW1700
- c) 65W LIGHTING BOARD ASSEMBLY
- d) Choke - 65 Watt (110V)
- e) 100106

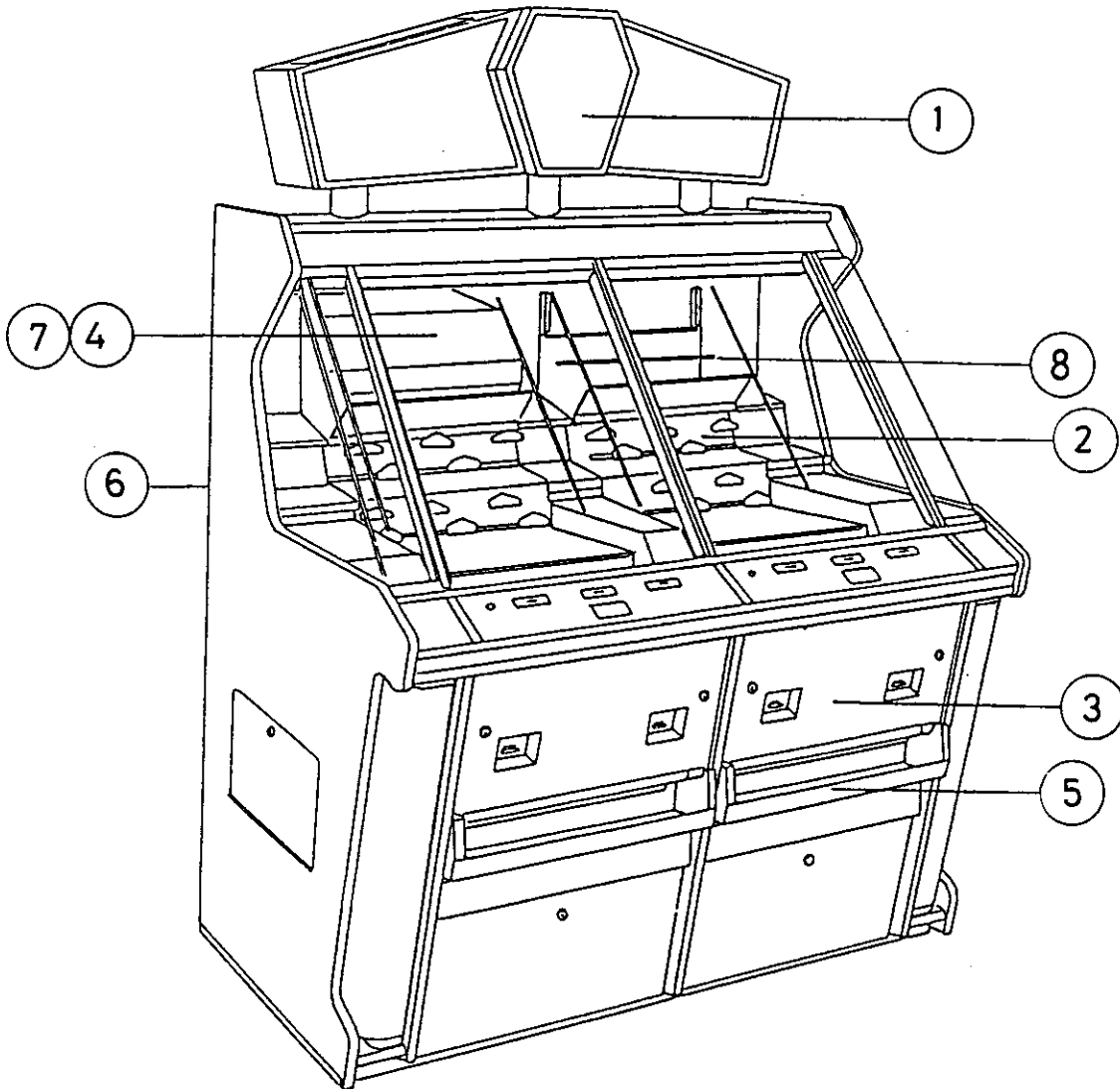
Main Component Identification

Coin In/Token Out (Ticket Payout Optional)

ITEM	CROMPTON PART NO.	DESCRIPTION	QUANTITY PER MACHINE
1.	910805	TOP SIGN ASSEMBLY (2 Player)	1
	910491	TOP SIGN ASSEMBLY (3 Player)	1
2.	910487	PLAYSTATION ASSEMBLY (Non-Feature Machine)	3
	9101279	PLAYSTATION ASSEMBLY (Dice Feature Machine)	3
3.	910582	PAYTRAY DOOR ASSEMBLY (Ticket Payout Optional)	3
	910310	PAYTRAY DOOR ASSEMBLY (Cash In/Cash Out)	3
4.	9101208	DICE MECHANISM ASSEMBLY - Flippa Winna	3
	9101154	DICE MECHANISM ASSEMBLY - Hi-Roller	3
	9101155	DICE MECHANISM ASSEMBLY - Cosmic Invader	3
5.	910311	PAYTRAY ASSEMBLY (Cash In/Cash Out)	3
	910583	PAYTRAY ASSEMBLY (Ticket Payout Optional)	3
6.	910854	DICE PSU ASSEMBLY	3
7.	9101268	COIN COLLECTOR ASSEMBLY (Dice Feature machine only)	3
8.	910706	COIN SHELF ASSEMBLY (Non-Feature machine only)	3

Main Component Identification

Coin In/Token Out (Ticket Payout Optional)



Main Component Identification

Changer/Non-Changer (Cash In/Cash Out)

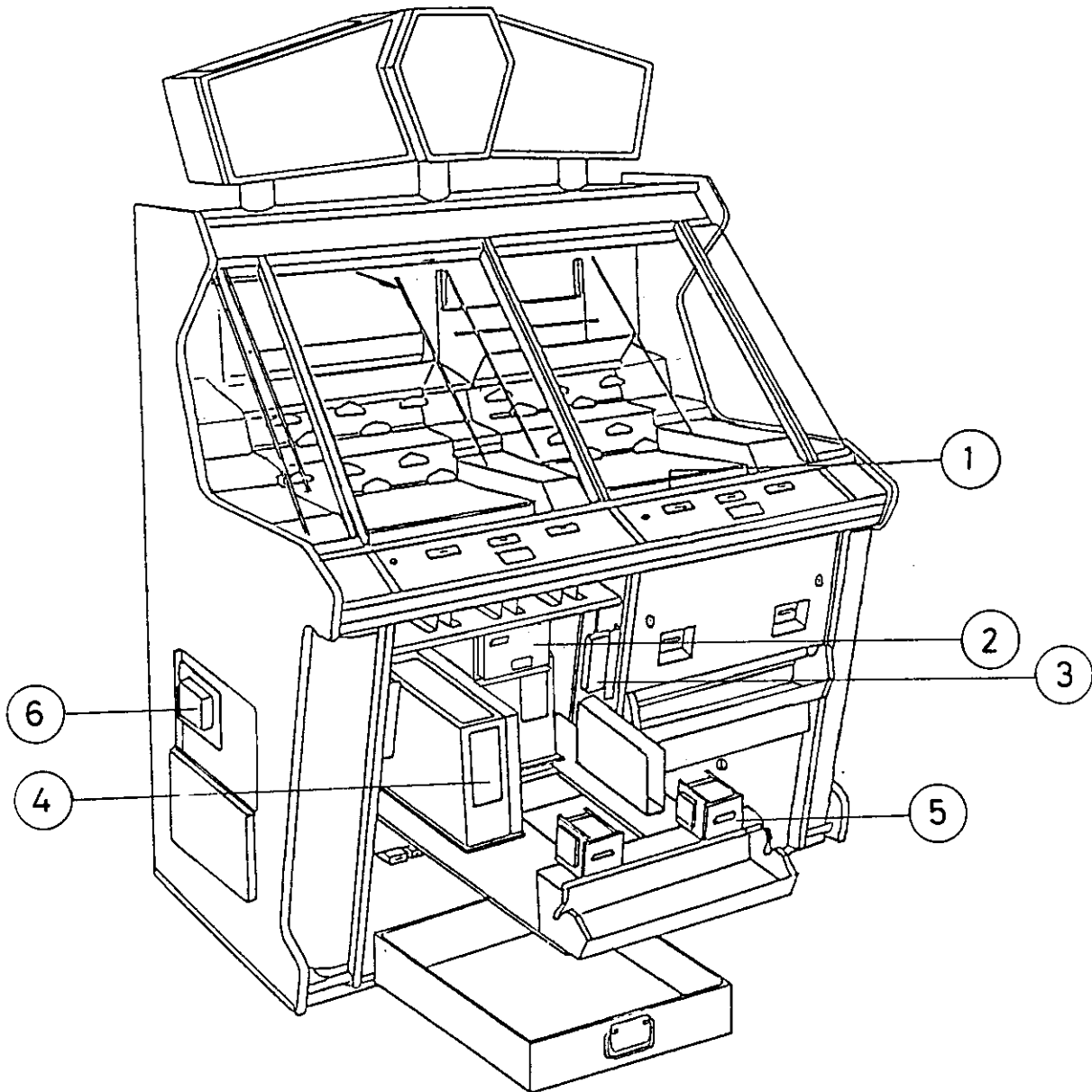
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	910491	TOP SIGN ASSEMBLY (3 Player)	1
2.	910487	PLAYSTATION ASSEMBLY (Non-Feature Machine)	3
	9101279	PLAYSTATION ASSEMBLY (Dice Feature Machine)	3
3.	910582	PAYTRAY DOOR ASSEMBLY (Ticket Payout Optional)	3
	910310	PAYTRAY DOOR ASSEMBLY (Cash In/Cash Out)	3
4.	9101208	DICE MECHANISM ASSEMBLY - Flippa Winna	3
	9101154	DICE MECHANISM ASSEMBLY - Hi-Roller	3
	9101155	DICE MECHANISM ASSEMBLY - Cosmic Invader	3
5.	910311	PAYTRAY ASSEMBLY (Cash In/Cash Out)	3
	910583	PAYTRAY ASSEMBLY (Ticket Payout Optional)	3
6.	910854	DICE PSU ASSEMBLY	3
7.	9101268	COIN COLLECTOR ASSEMBLY (Dice Feature machine only)	3
8.	910706	COIN SHELF ASSEMBLY (Non-Feature machine only)	3
9.	910552	CHANGER ASSEMBLY	3

Quantities shown above relate to 3 Player version only

Diagram for the inside of parts

Coin In/Token Out (Ticket Payout Optional)

ITEM	CROMPTON PART NO.	DESCRIPTION	QUANTITY PER MACHINE
1.	910595	COIN FLIPPER ASSEMBLY	9
2.	910401	PCB 0101 ENCLOSURE ASSEMBLY	3
3.	910068	SLAM TILT ASSEMBLY	5
4.	070001	UNIVERSAL HOPPER MKII	6
5.	070037	TICKET DISPENSER - DL-1275	6
6.	130345	CD30 SOUND BOARD	1

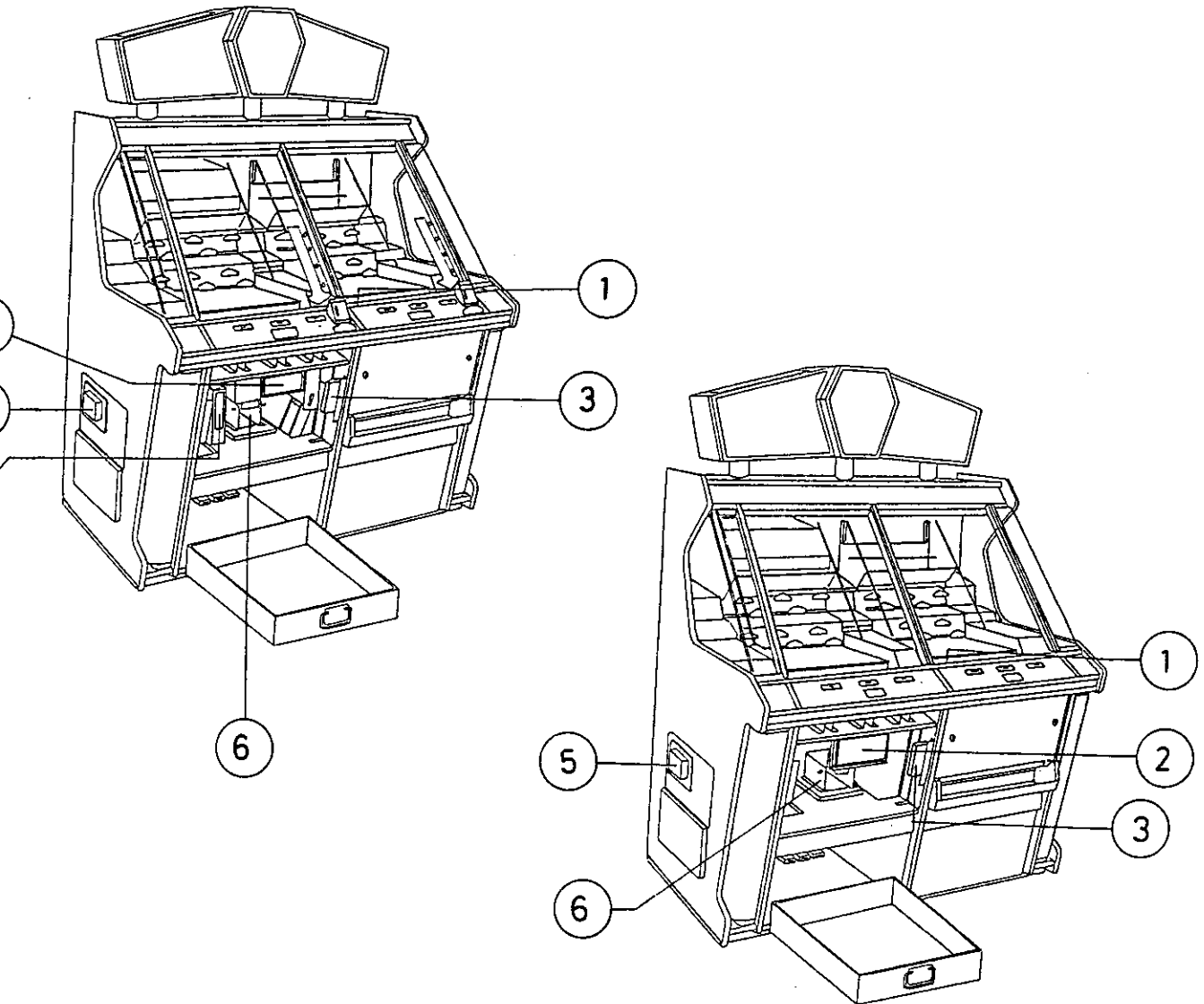


Quantities shown above relate to 3 Player version only

Diagram for the inside of parts

Changer/Non-Changer - Cash In/Cash Out

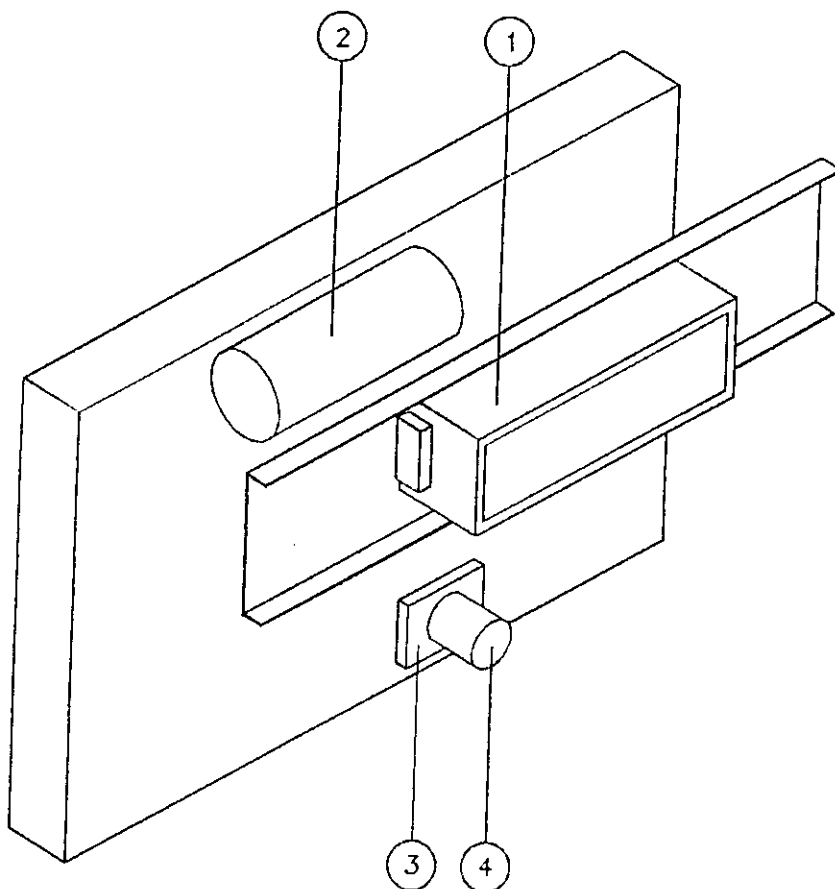
ITEM	CROMPTON PART NO.	DESCRIPTION	QUANTITY PER MACHINE
1.	910595	COIN FLIPPER ASSEMBLY	9
2.	910401	PCB 0101 ENCLOSURE ASSEMBLY	3
3.	910068	SLAM TILT ASSEMBLY	5
4.	070001	UNIVERSAL HOPPER MKII	3
5.	130345	CD30 SOUND BOARD	1
6.	910085	DIVERTER ASSEMBLY	3



Quantities shown above relate to 3 Player version only

13W Lighting Board Assembly

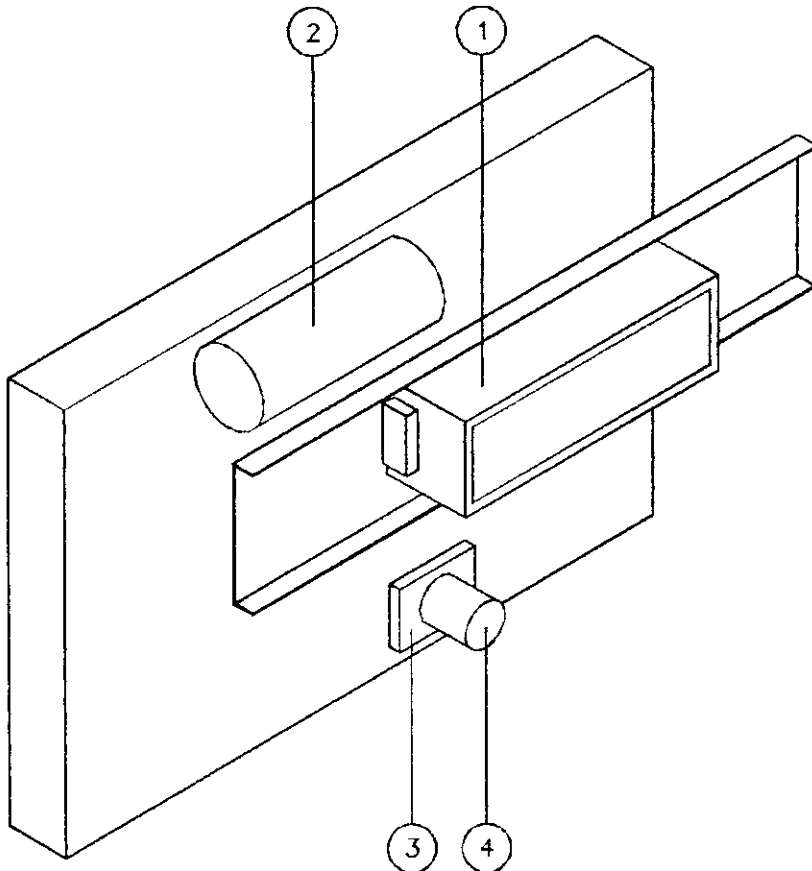
ITEM	CROMPTON PART NO.	DESCRIPTION	QUANTITY PER ASSEMBLY
1.	100064	CHOKE - 13 WATT (240 VOLT)	1
	100099	CHOKE - 13 WATT (110 VOLT)	1
2.	100016	CORRECTION CAPACITOR - 4NF LST097	1
3.	100019	STARTER BASE	1
4.	100050	STARTER - S10 4-80 WATT	1



40W Lighting Board Assembly

complete with 1 Starter

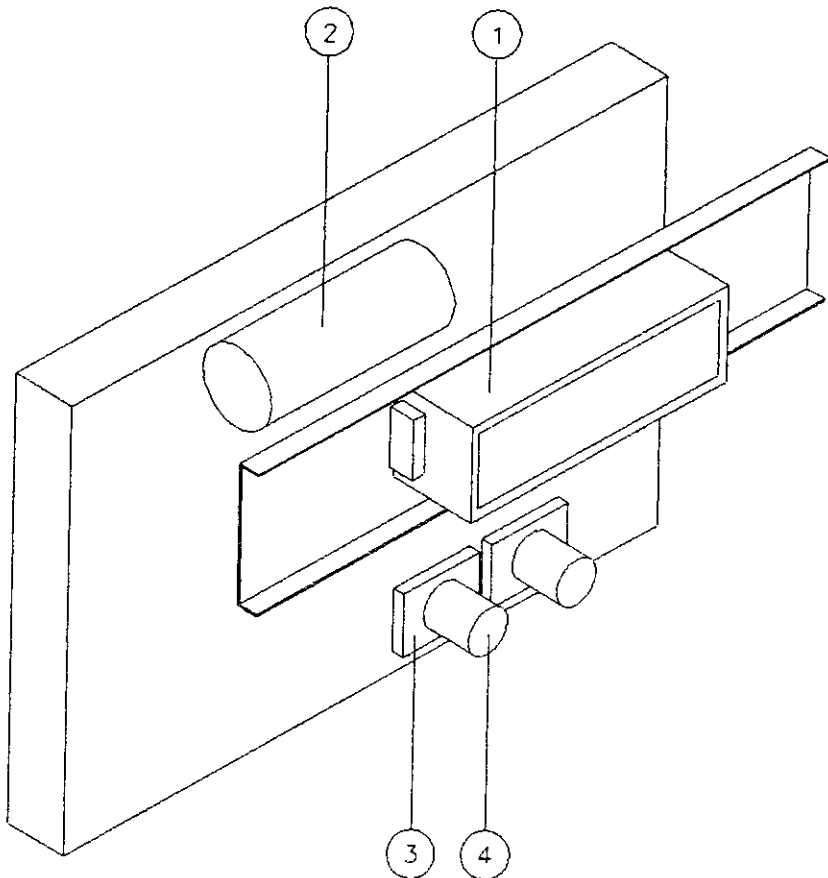
ITEM	CROMPTON PART NO.	DESCRIPTION	QUANTITY PER ASSEMBLY
1.	100098	CHOKE - 40 WATT (110 VOLT)	1
	100010	CHOKE - 40 WATT (240 VOLT)	1
2.	100016	CORRECTION CAPACITOR - 4NF LST097	1
3.	100019	STARTER BASE	1
4.	100050	STARTER - S10 4-80 WATT	1



40W Lighting Board Assembly

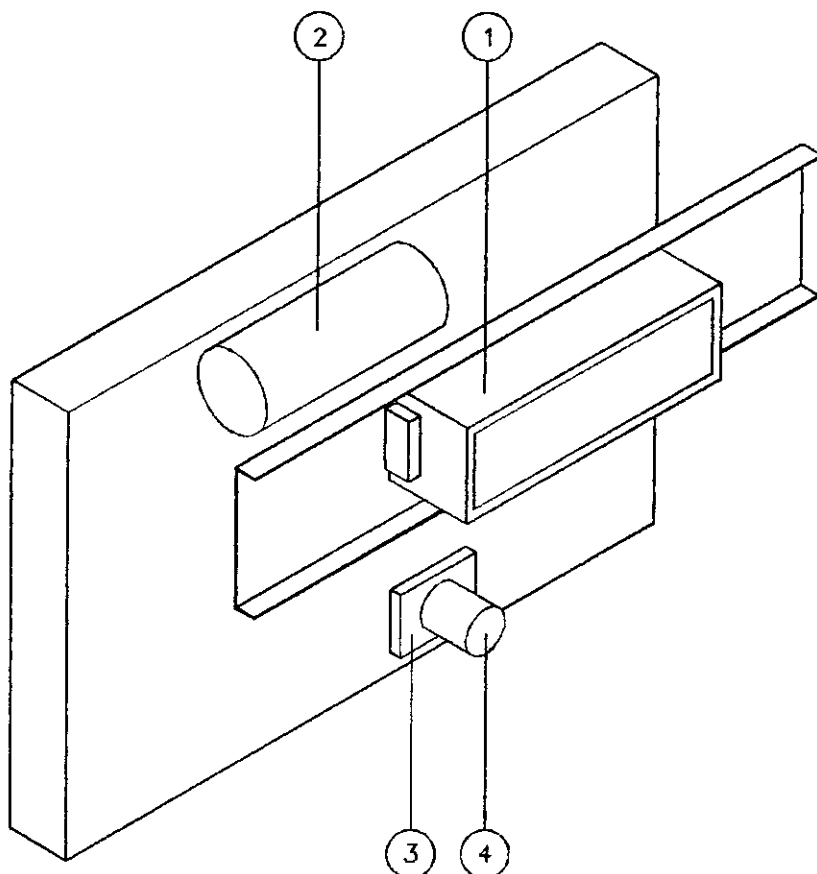
complete with 2 Starters

ITEM	CROMPTON PART NO.	DESCRIPTION	QUANTITY PER ASSEMBLY
1.	100098	CHOKE - 40 WATT (110 VOLT)	1
	100010	CHOKE - 40 WATT (240 VOLT)	1
2.	100016	CORRECTION CAPACITOR - 4NF LST097	1
3.	100019	STARTER BASE	2
4.	100050	STARTER - S10 4-80 WATT	2



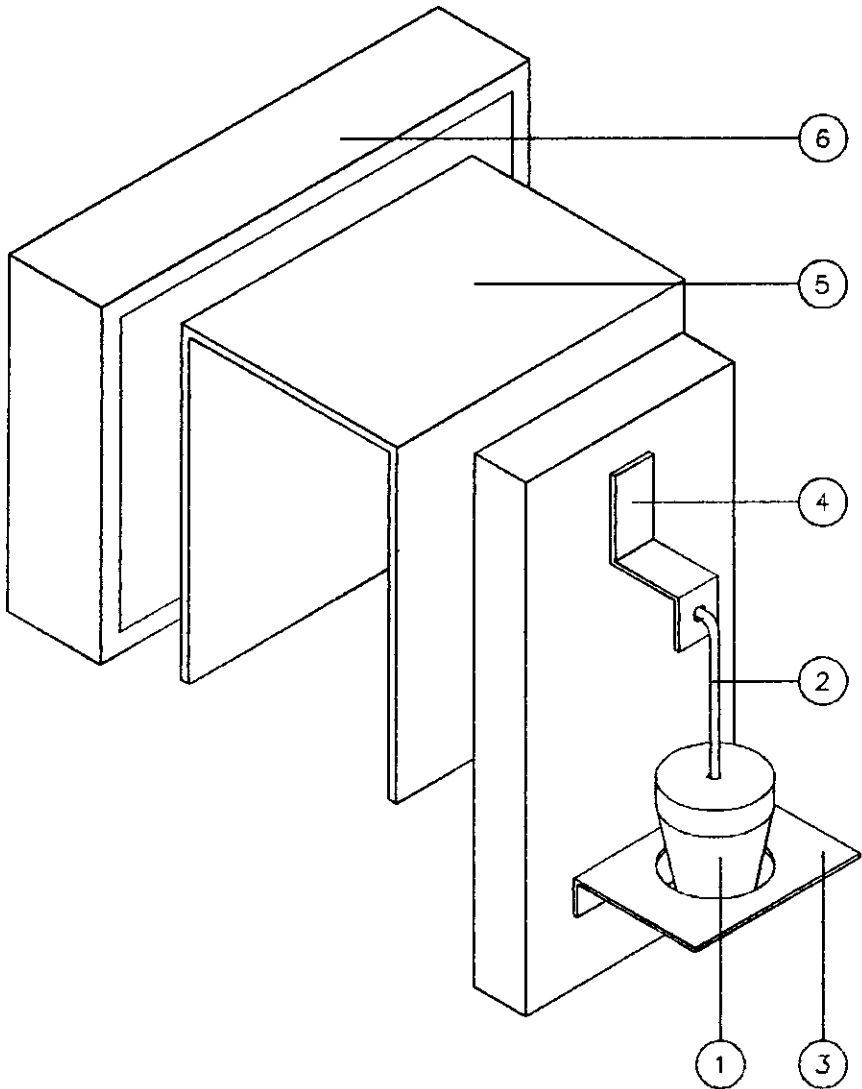
65W Lighting Board Assembly

ITEM	CROMPTON PART NO.	DESCRIPTION	QUANTITY PER ASSEMBLY
1.	100106	CHOKE - 65 WATT (110 VOLT)	1
	100029	CHOKE - 65 WATT (240 VOLT)	1
2.	100017	CORRECTION CAPACITOR - 6NF LST097	1
3.	100019	STARTER BASE	1
4.	100050	STARTER - S10 4-80 WATT	1



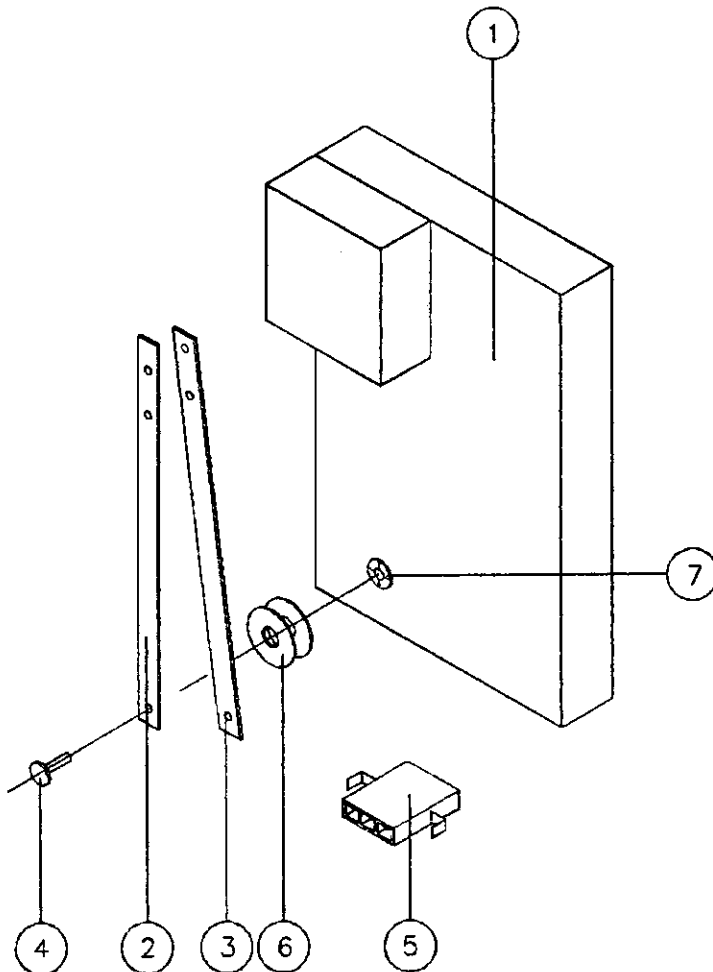
Soundbomb Alarm Assembly

ITEM	CROMPTON PART NO.	DESCRIPTION	QUANTITY PER ASSEMBLY
1.	030028	BRASS BOBBIN (FIM050)	1
2.	030029	BRASS HOOK (FIM053)	1
3.	030030	BRASS BOTTOM BRACKET (FIM051)	1
4.	030031	BRASS HOOK BRACKET (FIM052)	1
5.	030032	SOUNDBOMB ALARM BRACKET (HSM058)	1
6.	130245	ALARM - SOUNDBOMB	1



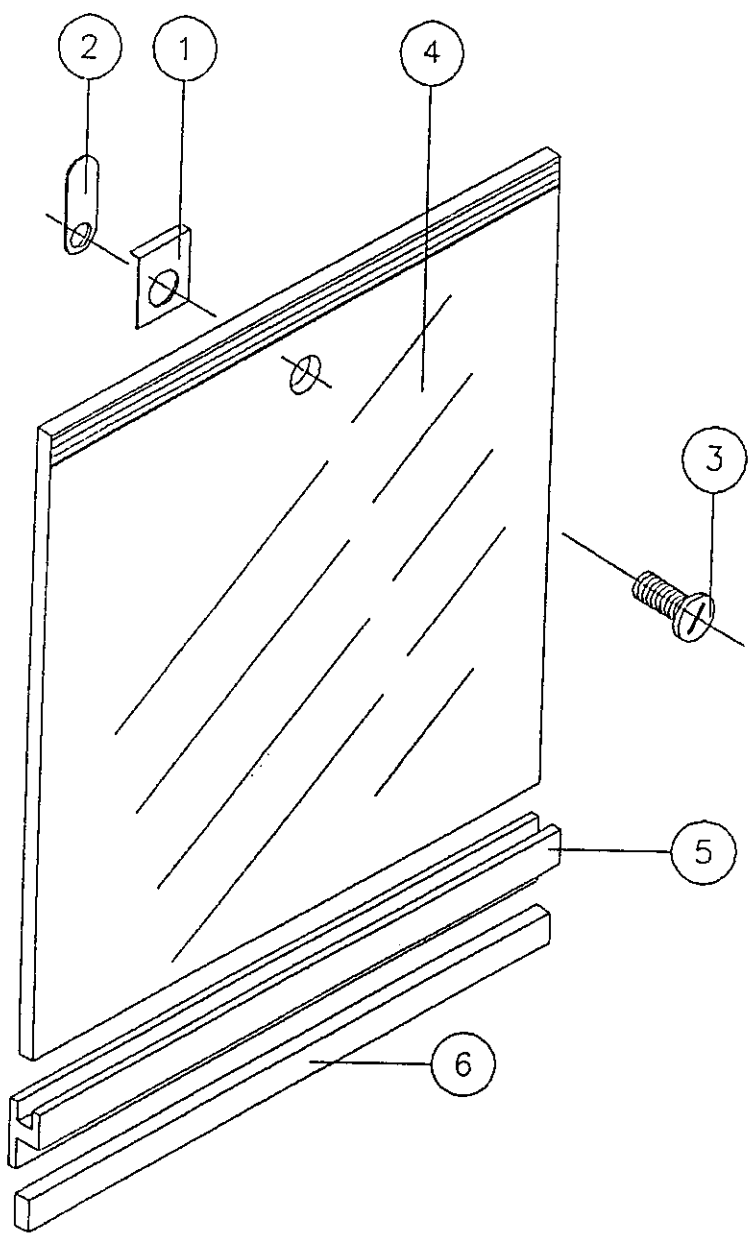
Slam Tilt Assembly

ITEM	CROMPTON PART NO.	DESCRIPTION	QUANTITY PER ASSEMBLY
1.	000138	SLAM TILT BLOCK	1
2.	030228	PHOS BRONZE STRIP (GUM079)	1
3.	030229	PHOS BRONZE STRIP (GUM080)	1
4.	030151	BRASS RIVOT - SILVER CONTACT	1
5.	120023	MOLEX 3 WAY SOCKET HOUSING	1
6.	150041	1" O/D x 3/16" I/D PENNY WASHER	2
7.	150287	SPIRE WASHER 5/32" I/D 5115-015	1



Playfield Glass Door Assembly

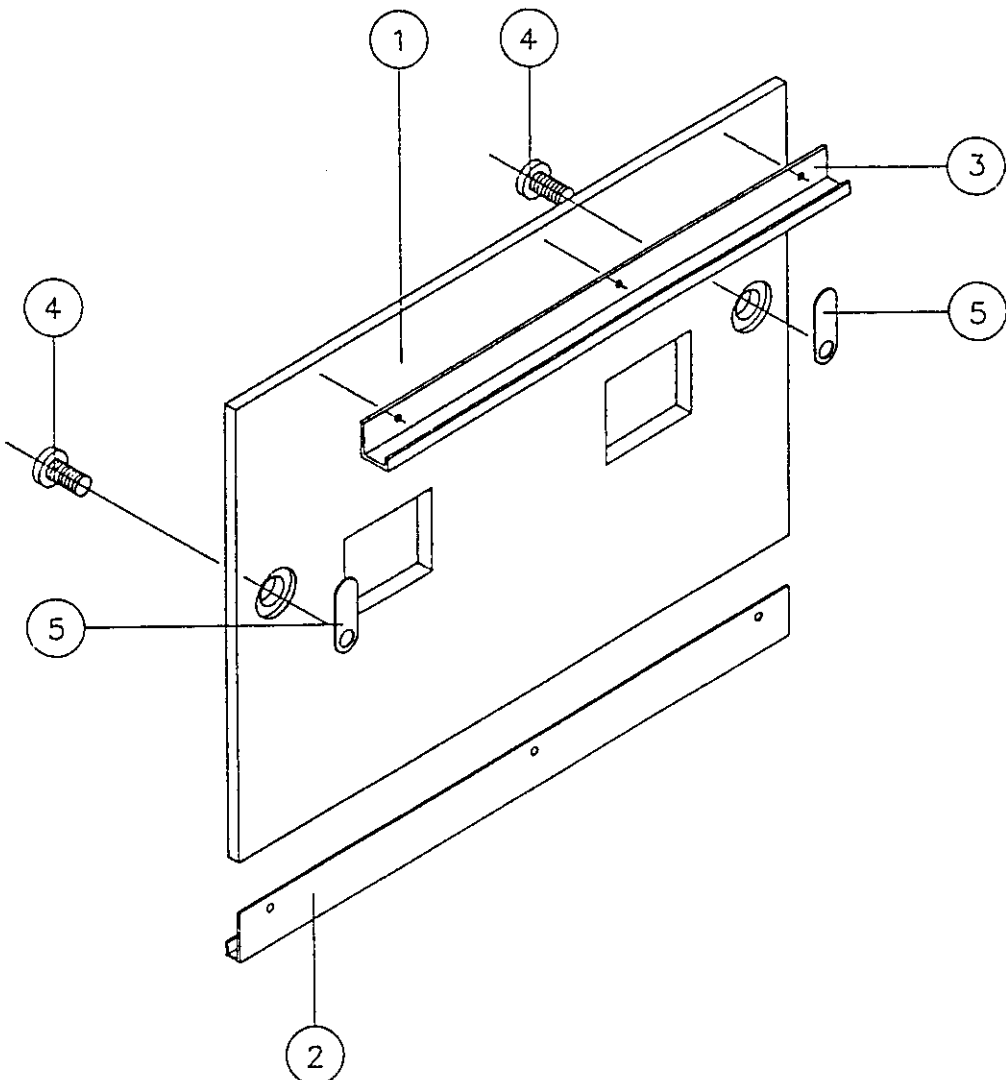
ITEM	CROMPTON PART NO.	DESCRIPTION	QUANTITY PER ASSEMBLY
1.	030786	LOCK RETAINING PLATE	1
2.	080027	CAM - 4-45MM (STRAIGHT)	1
3.	080002	LOCK & KEY 83001 (651)	1
4.	210003	GLASS DOOR PANEL	1
5.	190349	030780 - GLASS DOOR TRIM - POLISH	1
6.	0501036	GLASS DOOR PACKING STRIP	1



Paytray Door Assembly

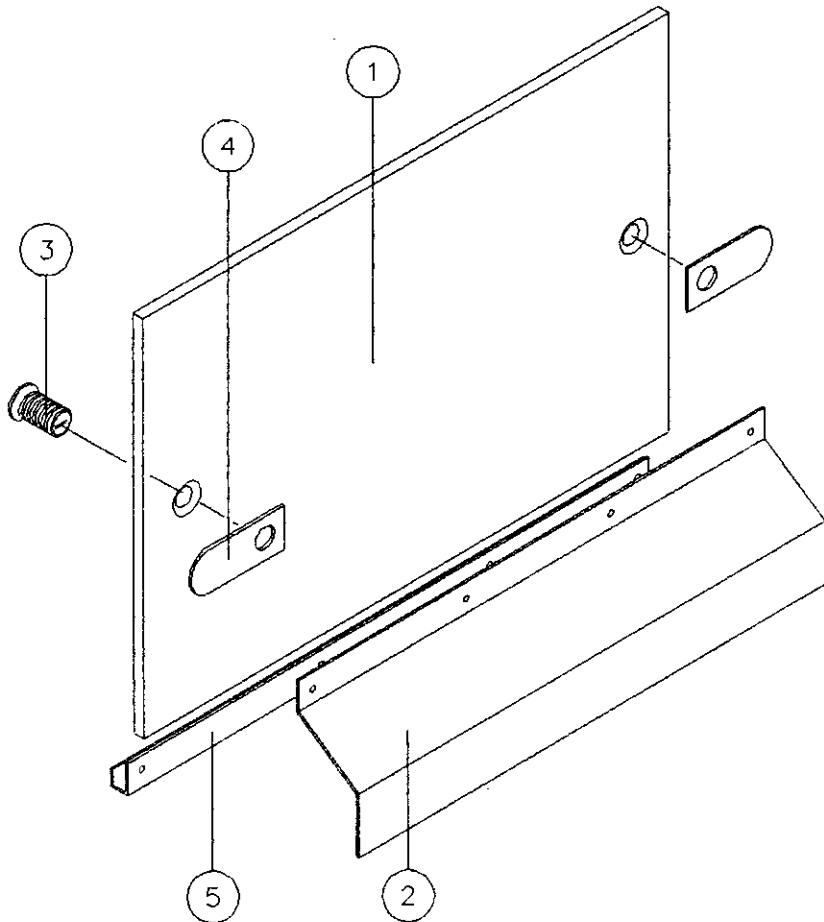
'Ticket Payout'

ITEM	CROMPTON PART NO.	DESCRIPTION	QUANTITY PER ASSEMBLY
1.	0001037	PAYTRAY DOOR - Cosmic Invader	1
	000641	PAYTRAY DOOR - Flippa Winna/Hi-Roller	1
2.	030785	PAYTRAY DOOR TRIM	1
3.	0301043	COIN REJECT TRAY	1
4.	080002	LOCK & KEY 03001 (651)	2
5.	080013	CAM - 4-35MM	2



Paytray Door Assembly

ITEM	CROMPTON PART NO.	DESCRIPTION	QUANTITY PER ASSEMBLY
1.	000990	PAYTRAY DOOR - Cosmic Invader	1
	000533	PAYTRAY DOOR - Flippa Winna/Hi-Roller	1
2.	030784	PAYTRAY DOOR DEFLECTOR	1
3.	080002	LOCK & KEY 83001 (651)	2
4.	080013	CAM - 4-35MM	2
5.	030785	PAYTRAY DOOR TRIM	1

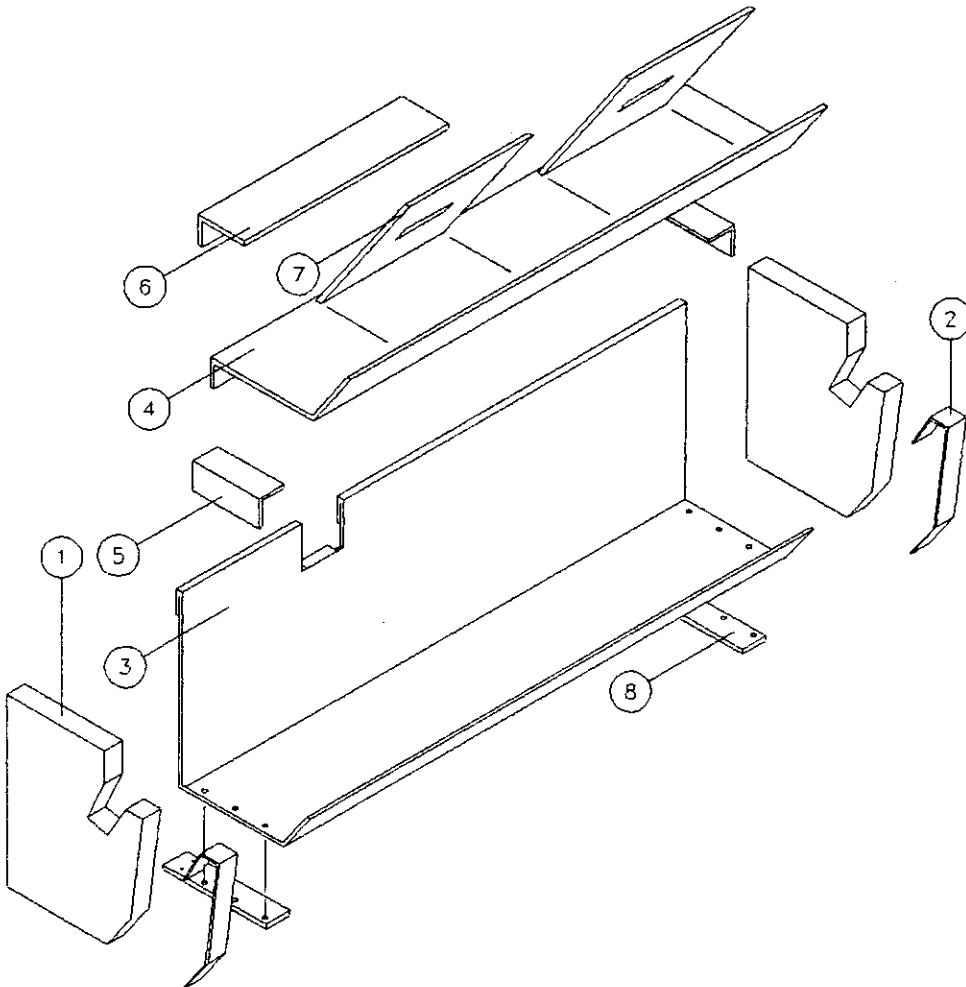


Paytray Assembly

Coin In/Token Out (Ticket Payout Optional)

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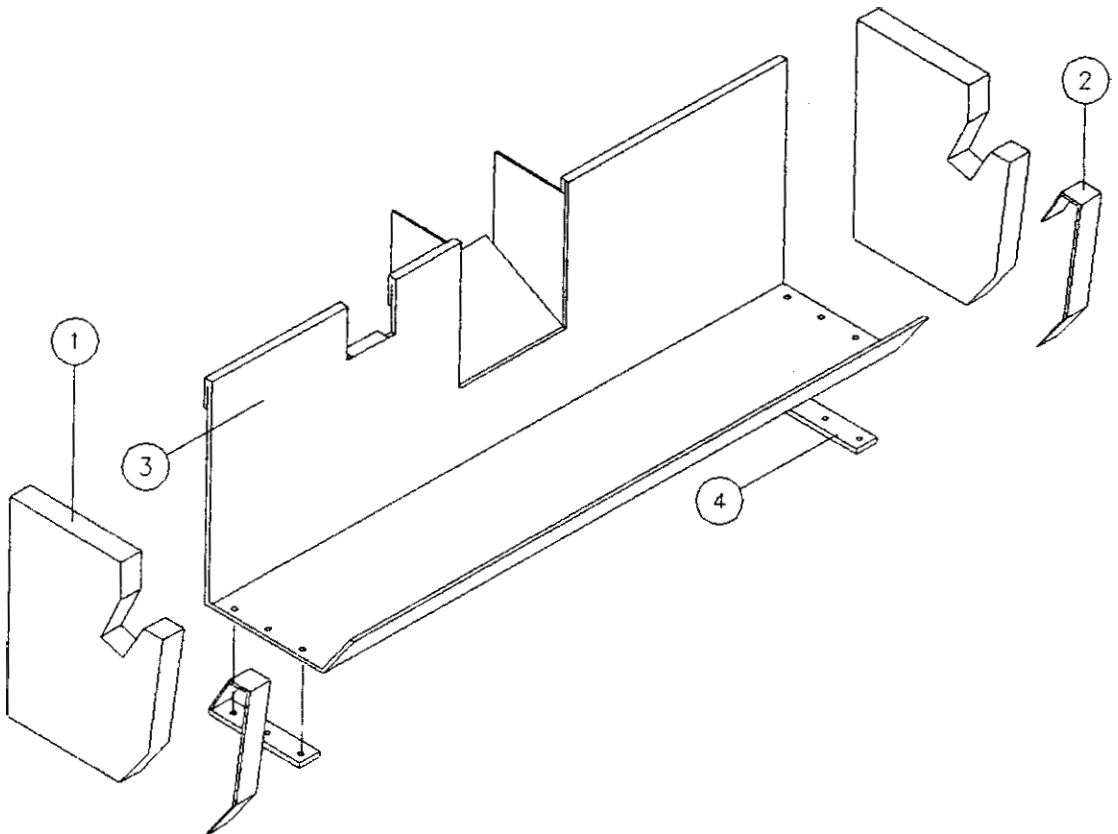
CROMPTON PART NO.	DESCRIPTION	QUANTITY PER ASSEMBLY
000991	PAYTRAY END - Cosmic Invader	2
000022	PAYTRAY END - Flippa Winna/Hi-Roller	2
030013	PAYTRAY END COVER	2
030935	PAYTRAY	1
030955	PAYTRAY BAFFLE	1
030958	PAYTRAY BAFFLE SUPPORT	2
030985	PAYTRAY BAFFLE BLANKING PLATE	1
190135	030953 - TICKET DISPENSE FRONT COVER	2
190138	030936 - PAYTRAY STRIP (LH)	1
190139	030937 - PAYTRAY STRIP (RH)	1



Paytray Assembly

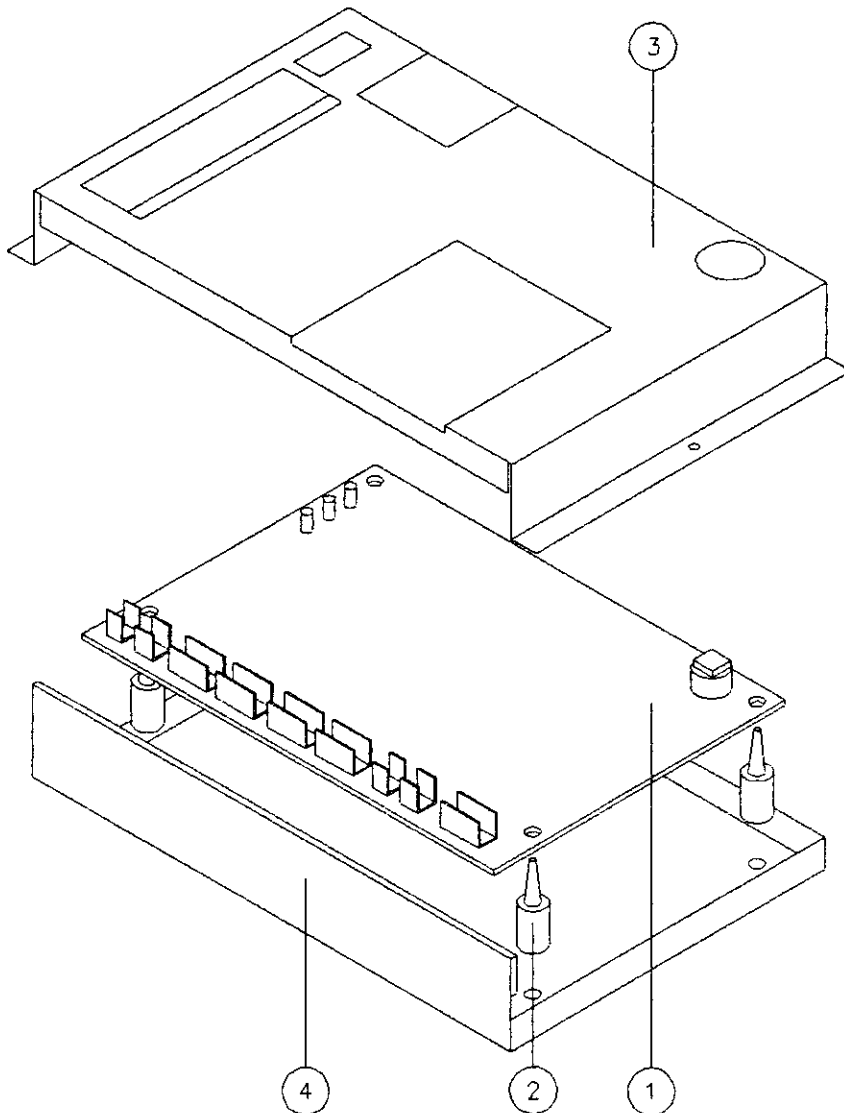
Changer/Non-Changer - Cash In/Cash Out

ITEM	CROMPTON PART NO.	DESCRIPTION	QUANTITY PER ASSEMBLY
1.	000991	PAYTRAY END - Comic Invader	2
	000022	PAYTRAY END - Flippa Winna/Hi-Roller	2
2.	030013	PAYTRAY END COVER	2
3.	030747	PAYTRAY	1
4.	190035	030016 - PAYTRAY STRIP	2



0101 PCB Enclosure Assembly

ITEM	CROMPTON PART NO.	DESCRIPTION	QUANTITY PER ASSEMBLY
1.	130268	PCB 0101 - Z80 CONTROLLER BOARD	1
2.	130288	PCB PILLAR - RS606-917	4
3.	190167	0301160 - TOP ENCLOSURE	1
4.	190168	0301161- BOTTOM ENCLOSURE	1



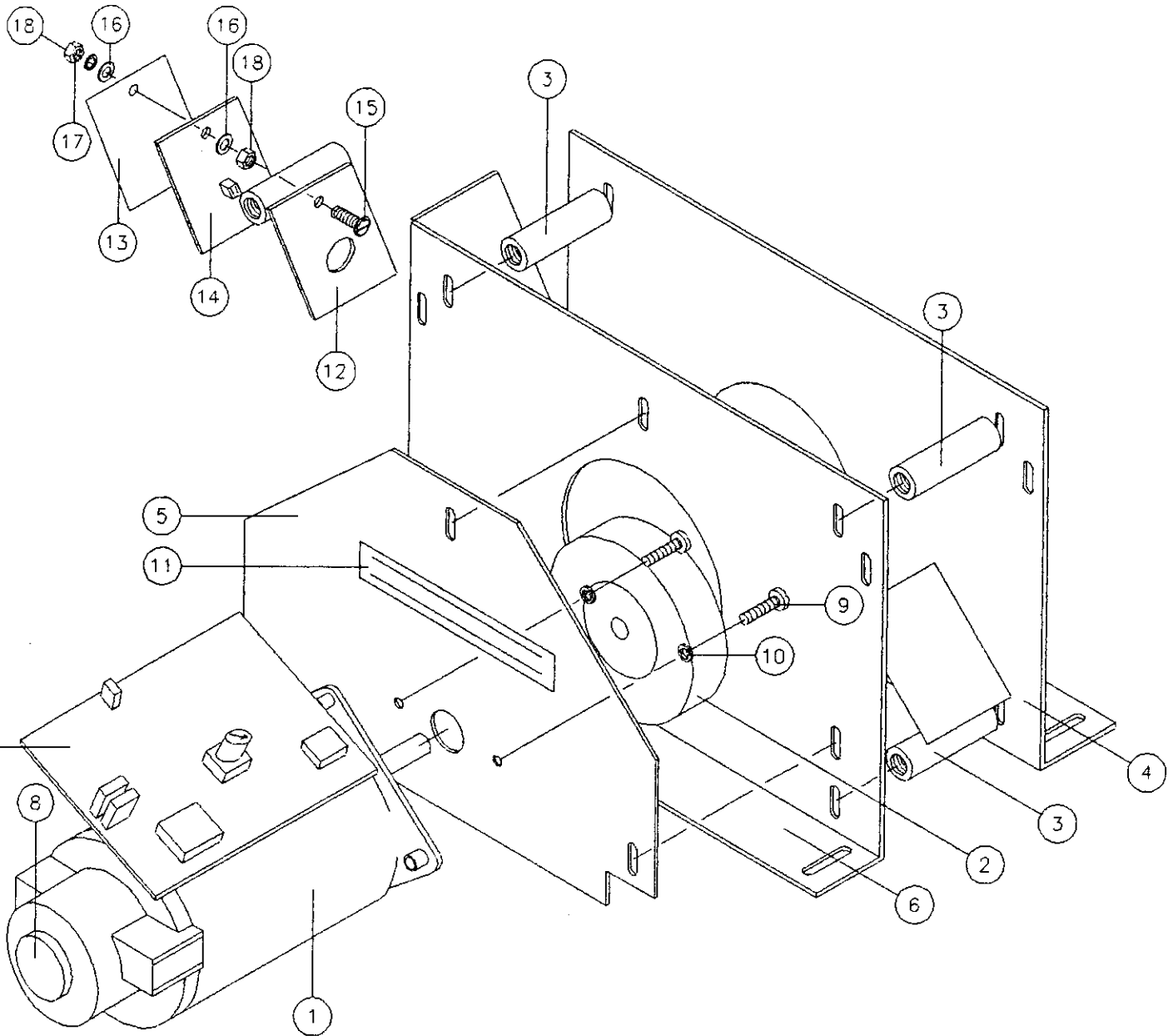
Coin Flipper Assembly

ITEM	CROMPTON PART NO.	DESCRIPTION	QUANTITY PER ASSEMBLY
1.	010103	MOTOR - CROUZET 82800 24V DC	1
2.	010108	LECTRA-LITE WHEEL 2" (5512564)	1
3.	030721	FLIPPER UNIT SPACER	4
4.	030726	FLIPPER UNIT BACK PLATE	1
5.	030728	FLIPPER MOTOR PLATE	1
6.	030982	FLIPPER FRONT PLATE ASSEMBLY	1
7.	130348	PCB 0141 - PWM SPEED CONTROLLER	1
8.	130343	CAPACITOR - CERAMIC 100nf 219563	2
9.	150295	M3 x 12mm CHEESE HEAD SETSCREW	2
10.	150297	M3 SPRINGWASHER	2
11.	160113	LABEL - DO NOT ADJUST	1

910606 COIN SENSOR ASSEMBLY (Part of Flipper Unit Assembly)

12.	190148	030997 - COIN SENSOR MOUNTING	1
13.	090063	COIN SENSOR INSULATOR	1
14.	130332	PCB 0136 - COIN DETECTOR BOARD	1
15.	150109	4BA x 1/2" MUSHROOM HEAD SETSCREW	1
16.	150140	4BA T1 WASHER	2
17.	150068	4BA SPRINGWASHER	1
18.	150035	4BA FULLNUT	2

Coin Flipper Assembly



Playstation Assembly

'Non-Feature'

ITEM	CROMPTON PART NO.	DESCRIPTION	QUANTITY PER ASSEMBLY
1.	010109	MOTOR - CROUZET 80627 (110 Volt)	1
	010102	MOTOR - CROUZET 80627 (240 Volt)	1
2.	020026	CHAIN 8MM PITCH - 36 LINKS	1
3.	020027	CHAIN CONNECTION LINK - 8MM PITCH	1
4.	030782	BOTTOM PLAYFIELD PLATE	1
5.	030719	TOP PLAYFIELD PLATE	1
6.	030731	PLAYSTATION COLLAR	4
7.	030732	PLAYSTATION MOTOR SPROCKET	1
8.	030733	PLAYSTATION DRIVE SPROCKET	2
9.	030813	PLAYSTATION RISER	1
10.	050488	COIN PADDLE ARM BUSH	10
11.	050487	COIN PADDLE ARM	10
12.	050942	COIN PADDLE (GOLD) Hi-Roller	10
13.	050486	COIN PADDLE (Red)	2
	050489	COIN PADDLE (Blue)	2
	050490	COIN PADDLE (Green)	2
	050491	COIN PADDLE (Yellow)	2
	050492	COIN PADDLE (Orange)	2
14.	050937	COSMIC INVADER PADDLE STICKER (Green)	2
	050938	COSMIC INVADER PADDLE STICKER (Red)	2
	050939	COSMIC INVADER PADDLE STICKER (Orange)	2
	050940	COSMIC INVADER PADDLE STICKER (Yellow)	2
	050941	COSMIC INVADER PADDLE STICKER (Blue)	2
15.	150027	No4 x 1/2" PAN HEAD SELF TAPPER	10
16.	150358	BUSH - NYLON REF: 043 4527	6
17.	150359	1/2" I/D SPIRE WASHER	6
18.	030761	CRANK SHAFT ASSEMBLY	2
19.	030756	CRANK SHAFT MOUNTING	4
20.	030735	CRANK SHAFT MOUNTING DRIVE END	2
21.	150228	No4 x 5/8" PAN HEAD SELF TAPPER	10
22.	910488	PLAYSTATION SIDE ASSEMBLY (LH)	1
	910488A	PLAYSTATION SIDE ASSEMBLY (RH)	1
23.	030790	COIN ARRESTER	1
24.	050475	PERSPEX DEFLECTOR	1

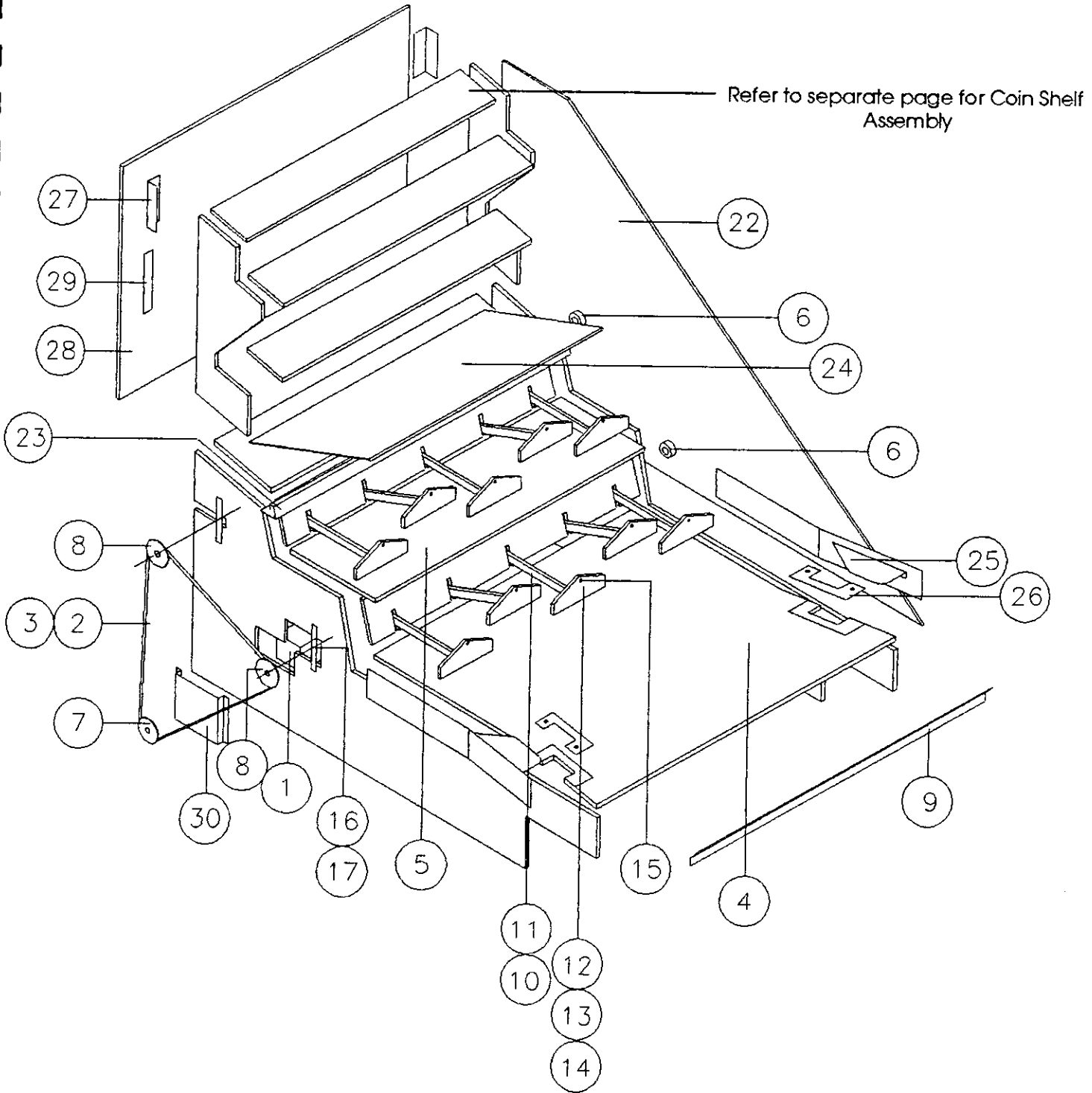
Playstation Assembly

'Non-Feature'

ITEM	CROMPTON PART NO.	DESCRIPTION	QUANTITY PER ASSEMBLY
25.	0301026	LOSE HOLE COVER (LH)	1
	0301027	LOSE HOLE COVER (RH)	1
26.	0301778	SLIPPER PLATE (LH) 30mm	1
	0301779	SLIPPER PLATE (RH) 30mm	1
27.	030789	PLAYSTATION BACK BRACKET	2
28.	050454	PLAYSTATION BACK PERSPEX	1
29.	030856	COIN SHELF ASSEMBLY RETAINER	2
30.	030762	PLAYSTATION MOTOR PLATE	1

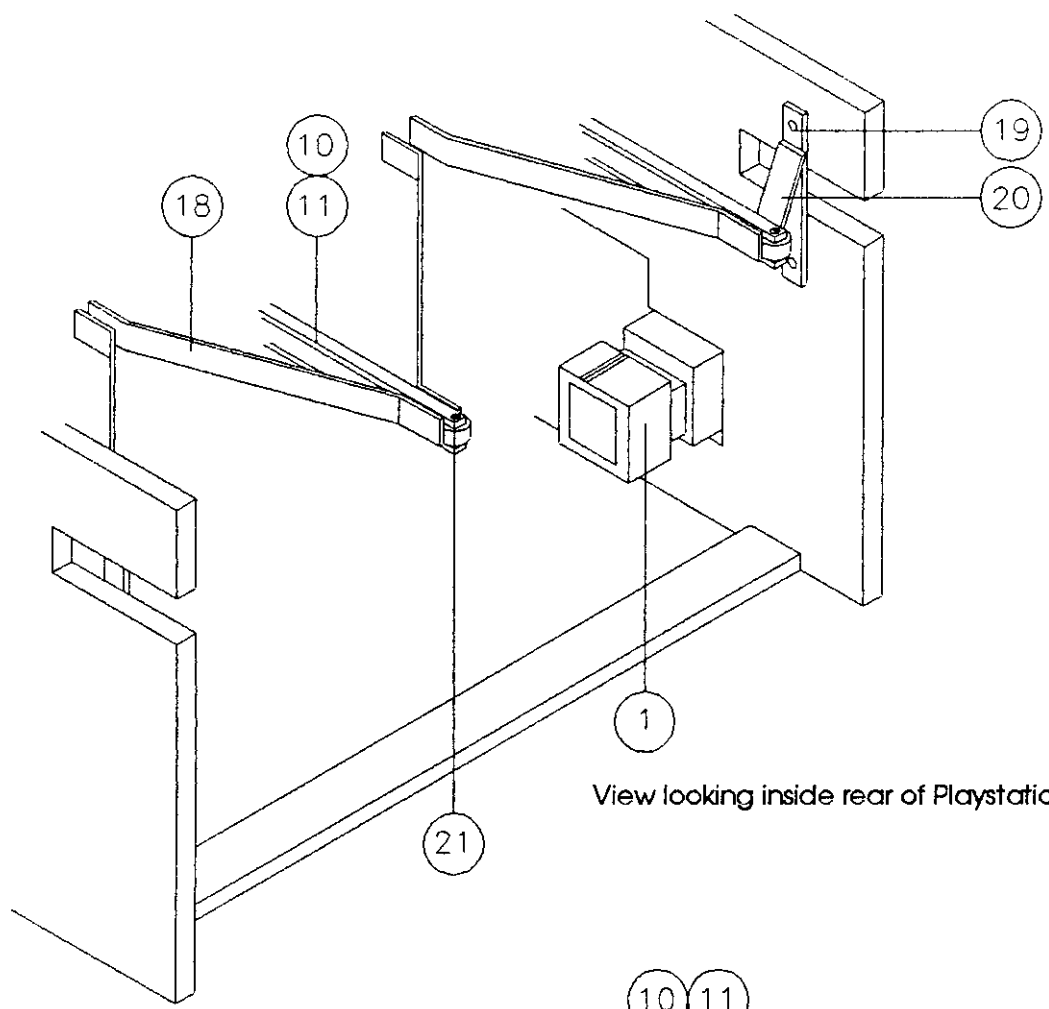
Playstation Assembly

'Non-Feature'

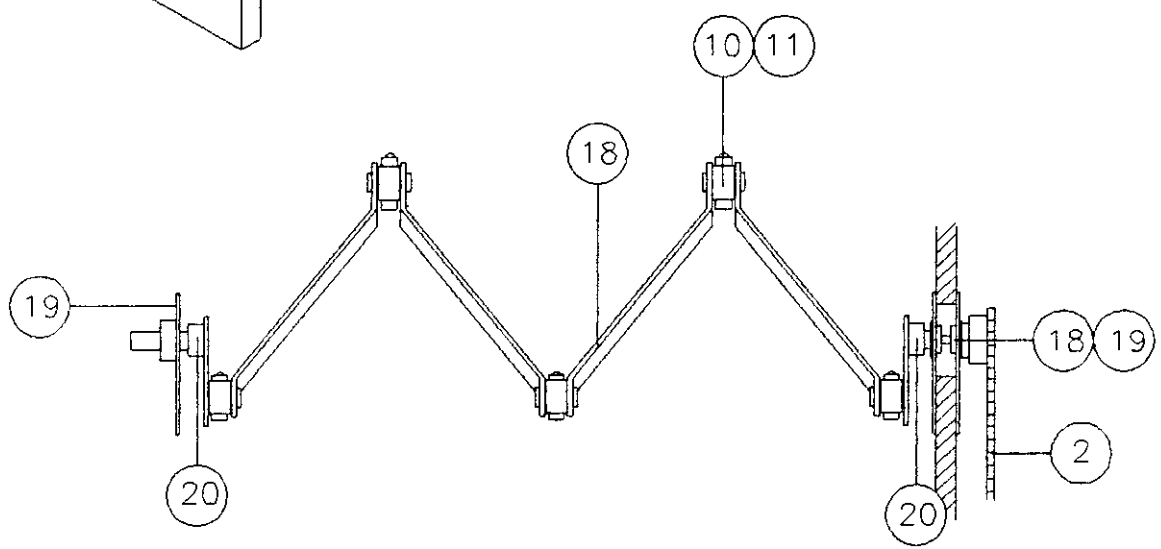


Playstation Assembly

'Non-Feature'



View looking inside rear of Playstation Assembly



Playstation Assembly

'Dice Feature'

ITEM	CROMPTON PART NO.	DESCRIPTION	QUANTITY PER ASSEMBLY
1.	010109	MOTOR - CROUZET 80627 (110 Volt)	1
	010102	MOTOR - CROUZET 80627 (240 Volt)	1
2.	020026	CHAIN 8MM PITCH - 36 LINKS	1
3.	020027	CHAIN CONNECTION LINK - 8MM PITCH	1
4.	030782	BOTTOM PLAYFIELD PLATE	1
5.	030719	TOP PLAYFIELD PLATE	1
6.	030731	PLAYSTATION COLLAR	4
7.	030732	PLAYSTATION MOTOR SPROCKET	1
8.	030733	PLAYSTATION DRIVE SPROCKET	2
9.	030813	PLAYSTATION RISER	1
10.	050488	COIN PADDLE ARM BUSH	10
11.	050487	COIN PADDLE ARM	10
12.	050942	COIN PADDLE (GOLD) Hi-Roller	10
13.	050486	COIN PADDLE (Red)	2
	050489	COIN PADDLE (Blue)	2
	050490	COIN PADDLE (Green)	2
	050491	COIN PADDLE (Yellow)	2
	050492	COIN PADDLE (Orange)	2
14.	050937	COSMIC INVADER PADDLE STICKER (Green)	2
	050938	COSMIC INVADER PADDLE STICKER (Red)	2
	050939	COSMIC INVADER PADDLE STICKER (Orange)	2
	050940	COSMIC INVADER PADDLE STICKER (Yellow)	2
	050941	COSMIC INVADER PADDLE STICKER (Blue)	2
15.	150027	No4 x 1/2" PAN HEAD SELF TAPPER	10
16.	150358	BUSH - NYLON REF: 043 4527	6
17.	150359	1/2" I/D SPIRE WASHER	6
18.	030761	CRANK SHAFT ASSEMBLY	2
19.	030756	CRANK SHAFT MOUNTING	4
20.	030735	CRANK SHAFT MOUNTING DRIVE END	2
21.	150228	No4 x 5/8" PAN HEAD SELF TAPPER	10
22.	050969	PLAYSTATION SIDE PERSPEX	2
23.	150147	4BA MULTISERT TAPPEX INSERT	4
24.	150052	4BA x 3/8" CHEESE HEAD SETSCREW	4

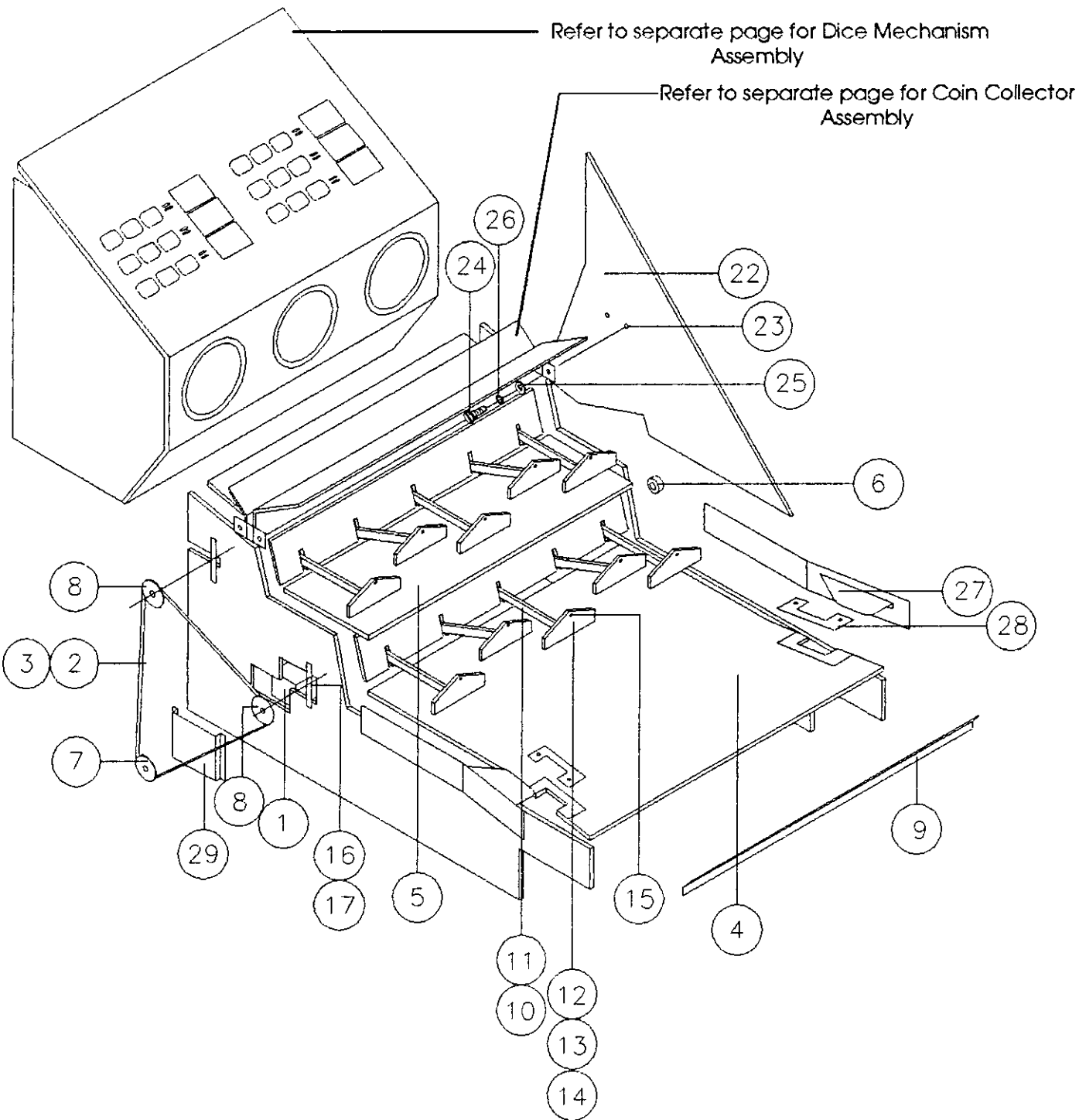
Playstation Assembly

'Dice Feature'

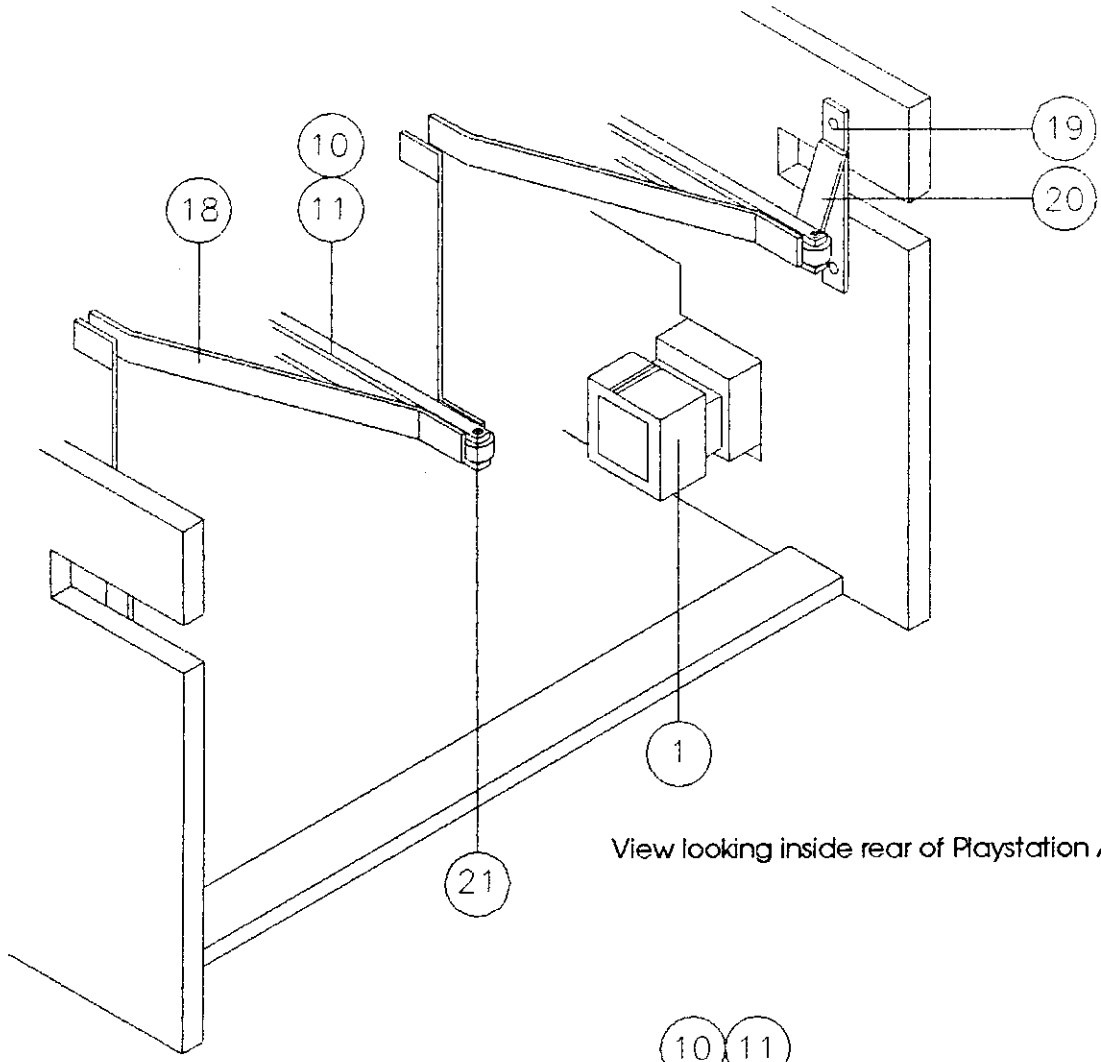
ITEM	CROMPTON PART NO.	DESCRIPTION	QUANTITY PER ASSEMBLY
25.	150040	4BA T2 WASHER	4
26.	150068	4BA SPRINGWASHER	4
27.	0301026	LOSE HOLE COVER (LH)	1
	0301027	LOSE HOLE COVER (RH)	1
28.	0301780	SLIPPER PLATE (LH) 36mm (UK Only)	1
	0301781	SLIPPER PLATE (RH) 36mm (UK Only)	1
29.	030762	PLAYSTATION MOTOR PLATE	1

Playstation Assembly

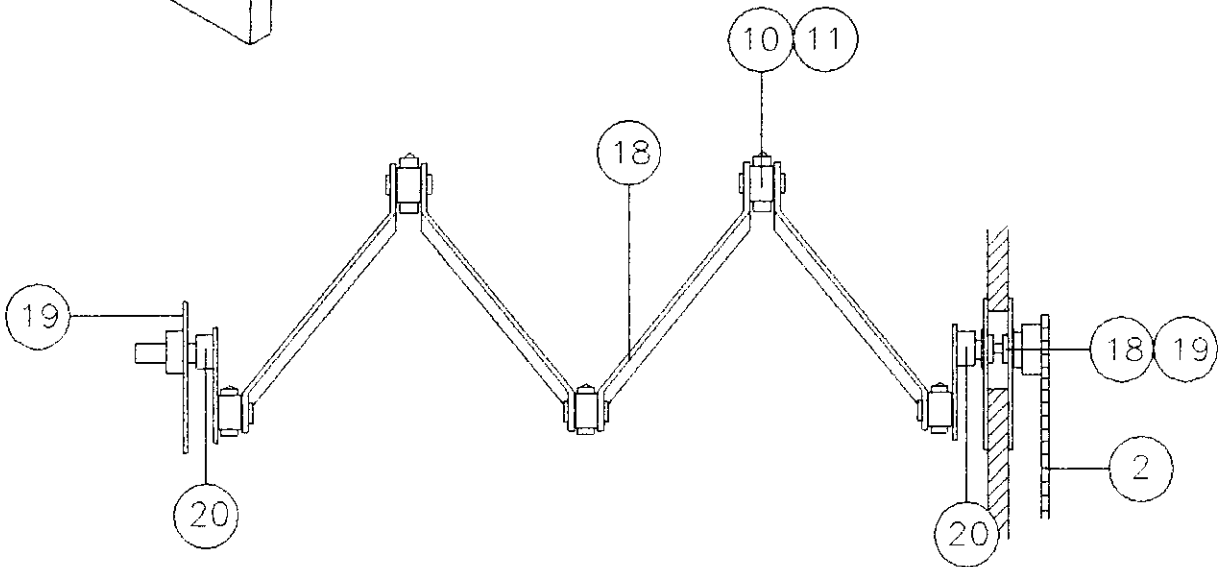
'Dice Feature'



Playstation Assembly 'Dice Feature'



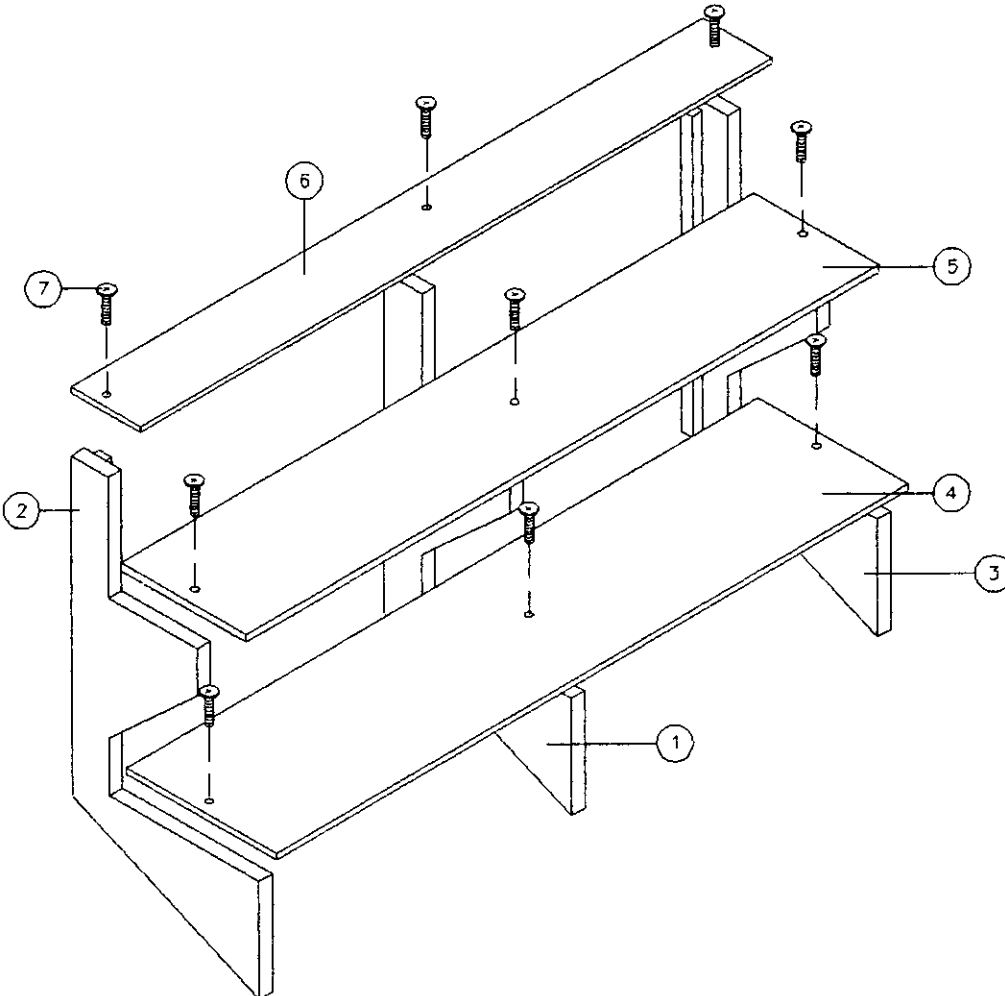
View looking inside rear of Playstation Assembly



Coin Shelf Assembly

'Non-Feature Machines only'

ITEM	CROMPTON PART NO.	DESCRIPTION	QUANTITY PER ASSEMBLY
1.	050621	COIN SHELF UPRIGHT	1
2.	050622	COIN SHELF SIDE (LH)	1
3.	050623	COIN SHELF SIDE (RH)	1
4.	050624	BOTTOM COIN SHELF	1
5.	050625	CENTRE COIN SHELF	1
6.	050626	TOP COIN SHELF	1
7.	150164	NO4 x 3/8" PAN HEAD SELF TAPPER	9

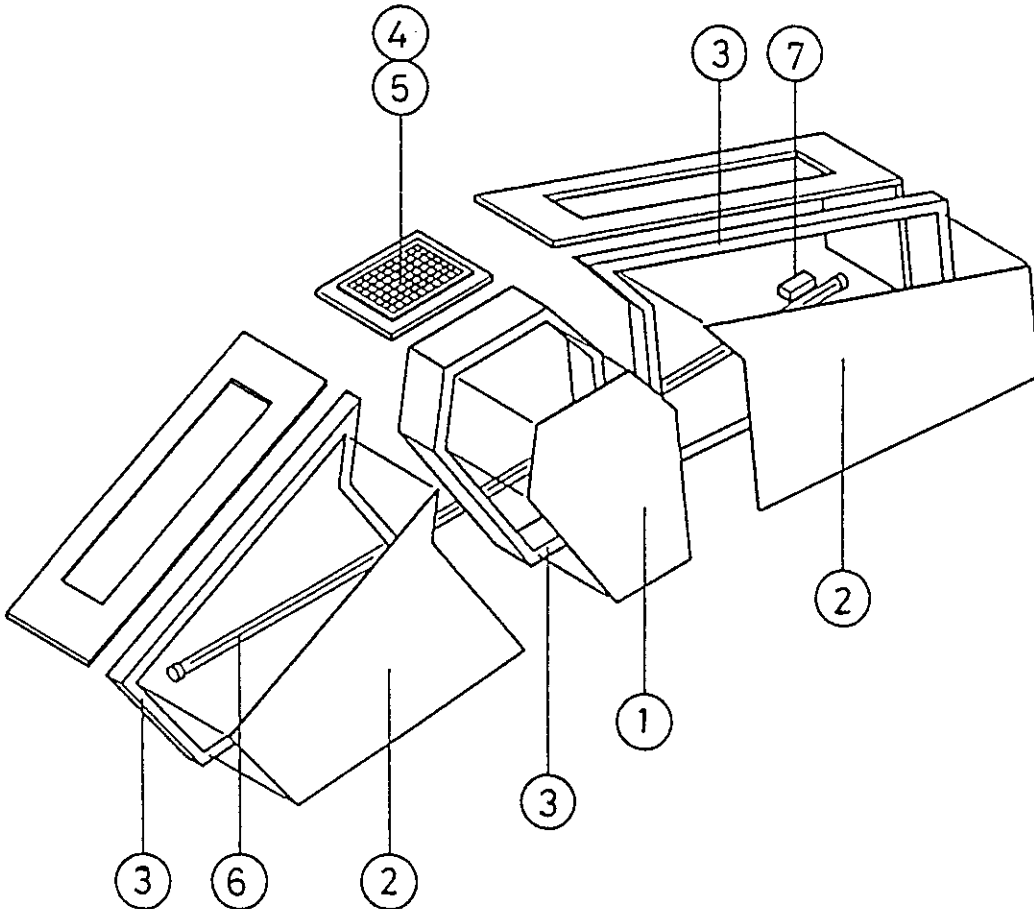


Top Sign Assembly

ITEM	CROMPTON PART NO.	DESCRIPTION	QUANTITY PER ASSEMBLY
1.	050474	TOP SIGN PANEL (CENTRE) 2/3 PLAYERS Flippa Winna	1
	050809	TOP SIGN PANEL (CENTRE) 2/3 PLAYERS Hi-Roller	1
	050850	TOP SIGN PANEL (CENTRE) 2/3 PLAYERS Cosmic Invader	1
2.	050676	TOP SIGN PANEL (LH) 2 PLAYER Flippa Winna	1
	050811	TOP SIGN PANEL (LH) 2 PLAYER Hi-Roller	1
	050851	TOP SIGN PANEL (LH) 2 PLAYER Cosmic Invader	1
	050677	TOP SIGN PANEL (RH) 2 PLAYER Flippa Winna	1
	050812	TOP SIGN PANEL (RH) 2 PLAYER Hi-Roller	1
	050852	TOP SIGN PANEL (RH) 2 PLAYER Cosmic Invader	1
	050472	TOP SIGN PANEL (LH) 3 PLAYER Flippa Winna	1
	050807	TOP SIGN PANEL (LH) 3 PLAYER Hi-Roller	1
	050857	TOP SIGN PANEL (LH) 3 PLAYER Cosmic Invader	1
	050472A	TOP SIGN PANEL (RH) 3 PLAYER Flippa Winna	1
	050808	TOP SIGN PANEL (RH) 3 PLAYER Hi-Roller	1
	050858	TOP SIGN PANEL (RH) 3 PLAYER Cosmic Invader	1
	3.	190122	030793-TOP FRAME (CEN) Polish Chrome 2/3 PLYR
190272		030793-TOP FRAME (CEN) Brass Plated 2/3 PLYR	1
190175		0301171-TOP FRAME (LH) Polish Chrome 2 PLAYER	1
190276		0301171-TOP FRAME (LH) Brass Plated 2 PLAYER	1
190176		0301172-TOP FRAME (RH) Polish Chrome 2 PLAYER	1
190277		0301172-TOP FRAME (RH) Brass Plated 2 PLAYER	1
190123		030794-TOP FRAME (LH) Polish Chrome 3 PLAYER	1
190273		030794-TOP FRAME (LH) Brass Plated 3 PLAYER	1
190124		030794A-TOP FRAME (RH) Polish Chrome 3 PLAYER	1
190274		030794A-TOP FRAME (RH) Brass Plated 3 PLAYER	1

Top Sign Assembly

ITEM	CROMPTON PART NO.	DESCRIPTION	QUANTITY PER ASSEMBLY
4.	130273	SPEAKER GRILL	1
5.	130272	SPEAKER (MISCOJCF5D)	1
6.	100023	FLUORESCENT TUBE - 3FT 30 WATT (2 Player Only)	1
	100033	FLUORESCENT TUBE - 5FT 65 WATT (3 Player Only)	1
7.	130245	ALARM - SOUNDBOMB	1



General Assembly

Coin In/Token Out (Ticket Payout Optional)

ITEM	CROMPTON PART NO.	DESCRIPTION	QUANTITY PER MACHINE
1.	070001	HOPPER - UNIVERSAL MKII	6
2.	070037	TICKET DISPENSER - DL-1275	6
3.	130268	PCB 0101 - Z80 CONTROLLER BOARD	3
4.	130345	CD30 SOUND BOARD	1
5.	100004	FLUORESCENT TUBE - 6FT 85 WATT	1
6.	100003	FLUORESCENT TUBE - 18' 15 WATT	2
7.	050653	PLAYSTATION BACK PANEL-Flippa Winna 2 Plyr	1
	050813	PLAYSTATION BACK PANEL-Hi-Roller 2 Plyr	1
	050853	PLAYSTATION BACK PANEL-Cosmic Invader 2 Plyr	1
	050457	PLAYSTATION BACK PANEL-Flippa Winna 3 Plyr	1
	050804	PLAYSTATION BACK PANEL-Hi-Roller 3 Plyr	1
	050859	PLAYSTATION BACK PANEL-Cosmic Invader 3 Plyr	1
	(Item 7 used only when Coin Shelf Assembly is fitted)		
8.	050975	PLAYSTATION BACK PANEL (LH) - Flippa Winna	1
	050976	PLAYSTATION BACK PANEL (RH) - Flippa Winna	1
	0501019	PLAYSTATION BACK PANEL (CEN) - Flippa Winna	2
	050977	PLAYSTATION BACK PANEL (LH) - Hi-Roller	1
	050978	PLAYSTATION BACK PANEL (RH) - Hi-Roller	1
	0501020	PLAYSTATION BACK PANEL (CEN) - Hi-Roller	2
	050979	PLAYSTATION BACK PANEL (LH)-Cosmic Invader	1
	050980	PLAYSTATION BACK PANEL (LH)-Cosmic Invader	1
	0501021	PLAYSTATION BACK PANEL (CEN)-Cosmic Invader	2
	(Item 8 used only when Dice Mechanism Assembly is fitted)		
9.	050471	DIVIDER PANEL (LH) - Flippa Winna	1
	050471A	DIVIDER PANEL (RH) - Flippa Winna	1
	050470	DIVIDER PANEL (CEN) - Flippa Winna	2
	050795	DIVIDER PANEL (LH) - Hi-Roller	1
	050794	DIVIDER PANEL (RH) - Hi-Roller	1
	050810	DIVIDER PANEL (CEN) - Hi-Roller	2
	050843	DIVIDER PANEL (LH) - Cosmic Invader	1
	050842	DIVIDER PANEL (RH) - Cosmic Invader	1
	050854	DIVIDER PANEL (CEN) - Cosmic Invader	2
10.	050458	COIN ENTRY FACIA PANEL - Flippa Winna	2
	050797	COIN ENTRY FACIA PANEL - Hi-Roller	2
	050844	COIN ENTRY FACIA PANEL - Cosmic Invader	2
11.	050459	COIN ENTRY PANEL - Flippa Winna	3
	050799	COIN ENTRY PANEL - Hi-Roller	3
	050845	COIN ENTRY PANEL - Cosmic Invader	3

Quantities shown above relate to 3 Player only

General Assembly

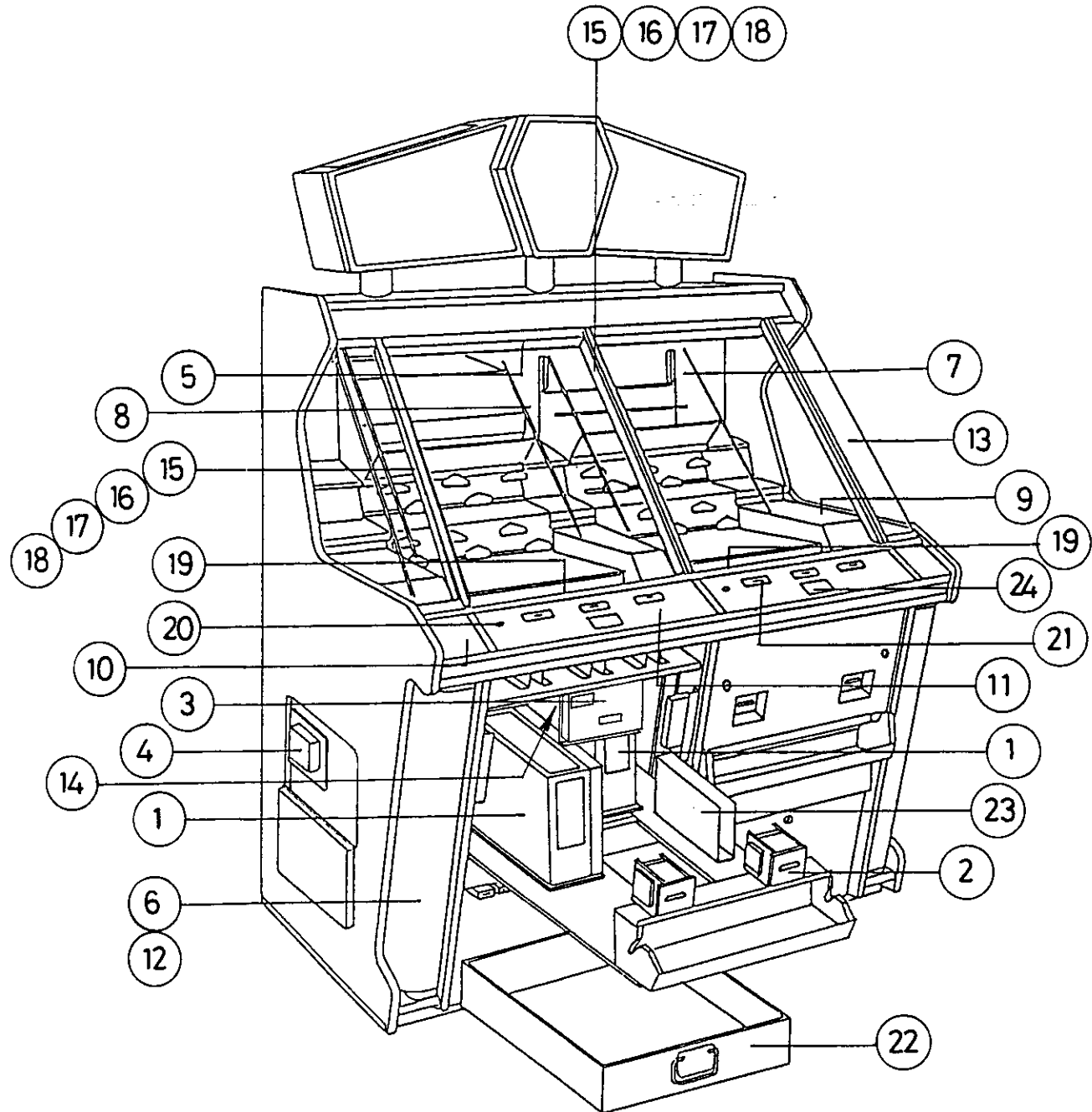
Coin In/Token Out (Ticket Payout Optional)

ITEM	CROMPTON PART NO.	DESCRIPTION	QUANTITY PER MACHINE
12.	050469	CABINET CORNER PERSPEX (LH) - Flippa Winna	1
	050468	CABINET CORNER PERSPEX (RH) - Flippa Winna	1
	050802	CABINET CORNER PERSPEX (LH) - Hi-Roller	1
	050801	CABINET CORNER PERSPEX (RH) - Hi-Roller	1
	050848	CABINET CORNER PERSPEX (LH)-Cosmic Invader	1
	050847	CABINET CORNER PERSPEX (RH)-Cosmic Invader	1
13.	050460	CABINET SIDE WINDOW (LH)	1
	050460A	CABINET SIDE WINDOW (RH)	1
14.	130259	PCB 0100 - COIN DETECTOR BOARD	3
15.	0301165	END LAMP SHIELD-Flippa Winna/Cosmic Invader	2
	190355	0301479 - END LAMP SHIELD - Hi-Roller	2
	0301166	CEN LAMP SHIELD-Flippa Winna/Cosmic Invader	2
	190356	0301480 - CEN LAMP SHIELD - Hi-Roller	2
16.	100065	END CAP - 5/8" (SHROULDED)	8
17.	100089	FLUORESCENT TUBE - 5/8" DIA 13 WATT	4
18.	100034	TERRY CLIP - 5/8" L100/13	8
19.	050519	FLIPPER COVER PANEL - Flippa Winna	3
	050798	FLIPPER COVER PANEL - Hi-Roller	3
	050849	FLIPPER COVER PANEL - Cosmic Invader	3
20.	130022	TICKET/TOKEN LOW LED 12V (587-030)	3
21.	190137	030932 - COIN CHUTE 25c	9
22.	030820	CASHBOX	3
23.	030631	TICKET BOX	3
24.	050172	LABEL - TOKEN PLAY	3
	050119	LABEL - 25c PLAY	3

Quantities shown above relate to 3 Player only

General Assembly

Coin In/Token Out (Ticket Payout Optional)



General Assembly

Changer (Cash In/Cash Out)

ITEM	CROMPTON PART NO.	DESCRIPTION	QUANTITY PER MACHINE
1.	070001	HOPPER - UNIVERSAL MKII	3
2.	130252	PCB 0096 - MAINS DRIVER BOARD	3
3.	130268	PCB 0101 - Z80 CONTROLLER BOARD	3
4.	130345	CD30 SOUND BOARD	1
5.	100004	FLUORESCENT TUBE - 6FT 85 WATT	1
6.	100003	FLUORESCENT TUBE - 18' 15 WATT	2
7.	050653	PLAYSTATION BACK PANEL-Flippa Winna 2 Plyr	1
	050813	PLAYSTATION BACK PANEL-Hi-Roller 2 Plyr	1
	050853	PLAYSTATION BACK PANEL-Cosmic Invader 2 Plyr	1
	050457	PLAYSTATION BACK PANEL-Flippa Winna 3 Plyr	1
	050804	PLAYSTATION BACK PANEL-Hi-Roller 3 Plyr	1
	050859	PLAYSTATION BACK PANEL-Cosmic Invader 3 Plyr	1
	(Item 7 used only when Coin Shelf Assembly is fitted)		
8.	050975	PLAYSTATION BACK PANEL (LH) - Flippa Winna	1
	050976	PLAYSTATION BACK PANEL (RH) - Flippa Winna	1
	0501019	PLAYSTATION BACK PANEL (CEN) - Flippa Winna	2
	050977	PLAYSTATION BACK PANEL (LH) - Hi-Roller	1
	050978	PLAYSTATION BACK PANEL (RH) - Hi-Roller	1
	0501020	PLAYSTATION BACK PANEL (CEN) - Hi-Roller	2
	050979	PLAYSTATION BACK PANEL (LH)-Cosmic Invader	1
	050980	PLAYSTATION BACK PANEL (LH)-Cosmic Invader	1
	0501021	PLAYSTATION BACK PANEL (CEN)-Cosmic Invader	2
	(Item 8 used only when Dice Mechanism Assembly is fitted)		
9.	050471	DIVIDER PANEL (LH) - Flippa Winna	1
	050471A	DIVIDER PANEL (RH) - Flippa Winna	1
	050470	DIVIDER PANEL (CEN) - Flippa Winna	2
	050795	DIVIDER PANEL (LH) - Hi-Roller	1
	050794	DIVIDER PANEL (RH) - Hi-Roller	1
	050810	DIVIDER PANEL (CEN) - Hi-Roller	2
	050843	DIVIDER PANEL (LH) - Cosmic Invader	1
	050842	DIVIDER PANEL (RH) - Cosmic Invader	1
	050854	DIVIDER PANEL (CEN) - Cosmic Invader	2
10.	050458	COIN ENTRY FACIA PANEL - Flippa Winna	2
	050797	COIN ENTRY FACIA PANEL - Hi-Roller	2
	050844	COIN ENTRY FACIA PANEL - Cosmic Invader	2
11.	050459	COIN ENTRY PANEL - Flippa Winna	3
	050799	COIN ENTRY PANEL - Hi-Roller	3
	050845	COIN ENTRY PANEL - Cosmic Invader	3

Quantities shown above relate to 3 Player only

General Assembly

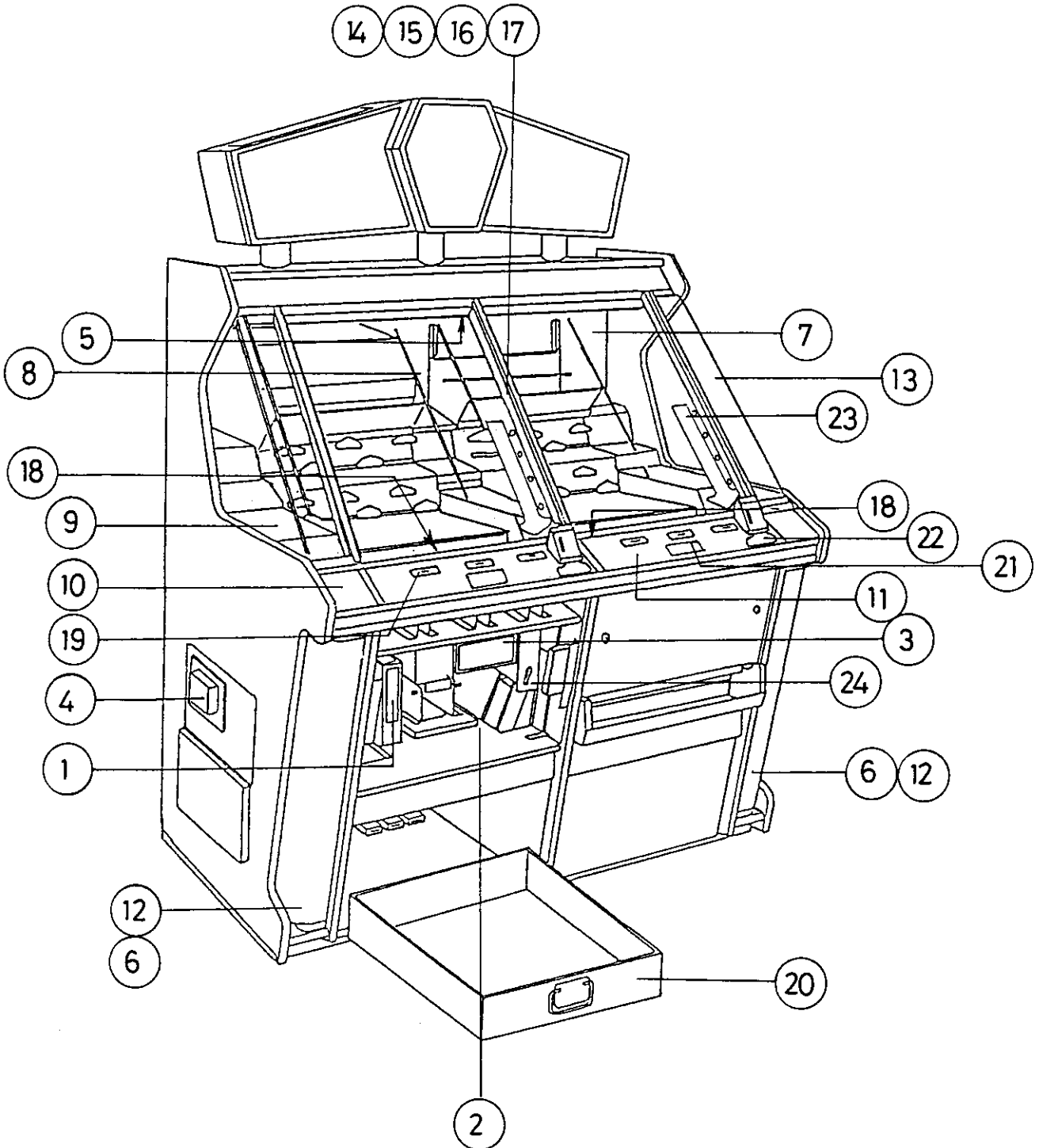
Changer (Cash In/Cash Out)

ITEM	CROMPTON PART NO.	DESCRIPTION	QUANTITY PER MACHINE
12.	050469	CABINET CORNER PERSPEX (LH) - Flippa Winna	1
	050468	CABINET CORNER PERSPEX (RH) - Flippa Winna	1
	050802	CABINET CORNER PERSPEX (LH) - Hi-Roller	1
	050801	CABINET CORNER PERSPEX (RH) - Hi-Roller	1
	050848	CABINET CORNER PERSPEX (LH)-Cosmic Invader	1
	050847	CABINET CORNER PERSPEX (RH)-Cosmic Invader	1
13.	050460	CABINET SIDE WINDOW (LH)	1
	050460A	CABINET SIDE WINDOW (RH)	1
14.	0301165	END LAMP SHIELD-Flippa Winna/Cosmic Invader	2
	190355	0301479 - END LAMP SHIELD - Hi-Roller	2
	0301166	CEN LAMP SHIELD-Flippa Winna/Cosmic Invader	2
	190356	0301480 - CEN LAMP SHIELD - Hi-Roller	2
15.	100065	END CAP - 5/8" (SHROULDED)	8
16.	100089	FLUORESCENT TUBE - 5/8" DIA 13 WATT	4
17.	100034	TERRY CLIP - 5/8" L100/13	8
18.	050519	FLIPPER COVER PANEL - Flippa Winna	3
	050798	FLIPPER COVER PANEL - Hi-Roller	3
	050849	FLIPPER COVER PANEL - Cosmic Invader	3
19.	190125	030777 - COIN CHUTE (10p)	9
20.	030820	CASHBOX	3
21.	050069	LABEL - 10p PLAY	3
22.	050963	CHANGE PANEL	3
23.	050964	CHANGE ARROW STICKER	3
24.	070051	COIN MECH - ME115 (Top Entry/Front Reject)	3

Quantities shown above relate to 3 Player only

General Assembly

Changer (Cash In/Cash Out)



General Assembly

Non-Changer (Cash In/Cash Out)

ITEM	CROMPTON PART NO.	DESCRIPTION	QUANTITY PER MACHINE
1.	130252	PCB 0096 - MAINS DRIVER BOARD	3
2.	130268	PCB 0101 - Z80 CONTROLLER BOARD	3
3.	130345	CD30 SOUND BOARD	1
4.	100004	FLUORESCENT TUBE - 6FT 85 WATT	1
5.	100003	FLUORESCENT TUBE - 18" 15 WATT	2
6.	050653	PLAYSTATION BACK PANEL-Flippa Winna 2 Plyr	1
	050813	PLAYSTATION BACK PANEL-Hi-Roller 2 Plyr	1
	050853	PLAYSTATION BACK PANEL-Cosmic Invader 2 Plyr	1
	050457	PLAYSTATION BACK PANEL-Flippa Winna 3 Plyr	1
	050804	PLAYSTATION BACK PANEL-Hi-Roller 3 Plyr	1
	050859	PLAYSTATION BACK PANEL-Cosmic Invader 3 Plyr	1
		(Item 7 used only when Coin Shelf Assembly is fitted)	
7.	050975	PLAYSTATION BACK PANEL (LH) - Flippa Winna	1
	050976	PLAYSTATION BACK PANEL (RH) - Flippa Winna	1
	0501019	PLAYSTATION BACK PANEL (CEN) - Flippa Winna	2
	050977	PLAYSTATION BACK PANEL (LH) - Hi-Roller	1
	050978	PLAYSTATION BACK PANEL (RH) - Hi-Roller	1
	0501020	PLAYSTATION BACK PANEL (CEN) - Hi-Roller	2
	050979	PLAYSTATION BACK PANEL (LH)-Cosmic Invader	1
	050980	PLAYSTATION BACK PANEL (LH)-Cosmic Invader	1
	0501021	PLAYSTATION BACK PANEL (CEN)-Cosmic Invader	2
		(Item 8 used only when Dice Mechanism Assembly is fitted)	
8.	050471	DIVIDER PANEL (LH) - Flippa Winna	1
	050471A	DIVIDER PANEL (RH) - Flippa Winna	1
	050470	DIVIDER PANEL (CEN) - Flippa Winna	2
	050795	DIVIDER PANEL (LH) - Hi-Roller	1
	050794	DIVIDER PANEL (RH) - Hi-Roller	1
	050810	DIVIDER PANEL (CEN) - Hi-Roller	2
	050843	DIVIDER PANEL (LH) - Cosmic Invader	1
	050842	DIVIDER PANEL (RH) - Cosmic Invader	1
	050854	DIVIDER PANEL (CEN) - Cosmic Invader	2
9.	050458	COIN ENTRY FACIA PANEL - Flippa Winna	2
	050797	COIN ENTRY FACIA PANEL - Hi-Roller	2
	050844	COIN ENTRY FACIA PANEL - Cosmic Invader	2
10.	050459	COIN ENTRY PANEL - Flippa Winna	3
	050799	COIN ENTRY PANEL - Hi-Roller	3
	050845	COIN ENTRY PANEL - Cosmic Invader	3

Quantities shown above relate to 3 Player only

General Assembly

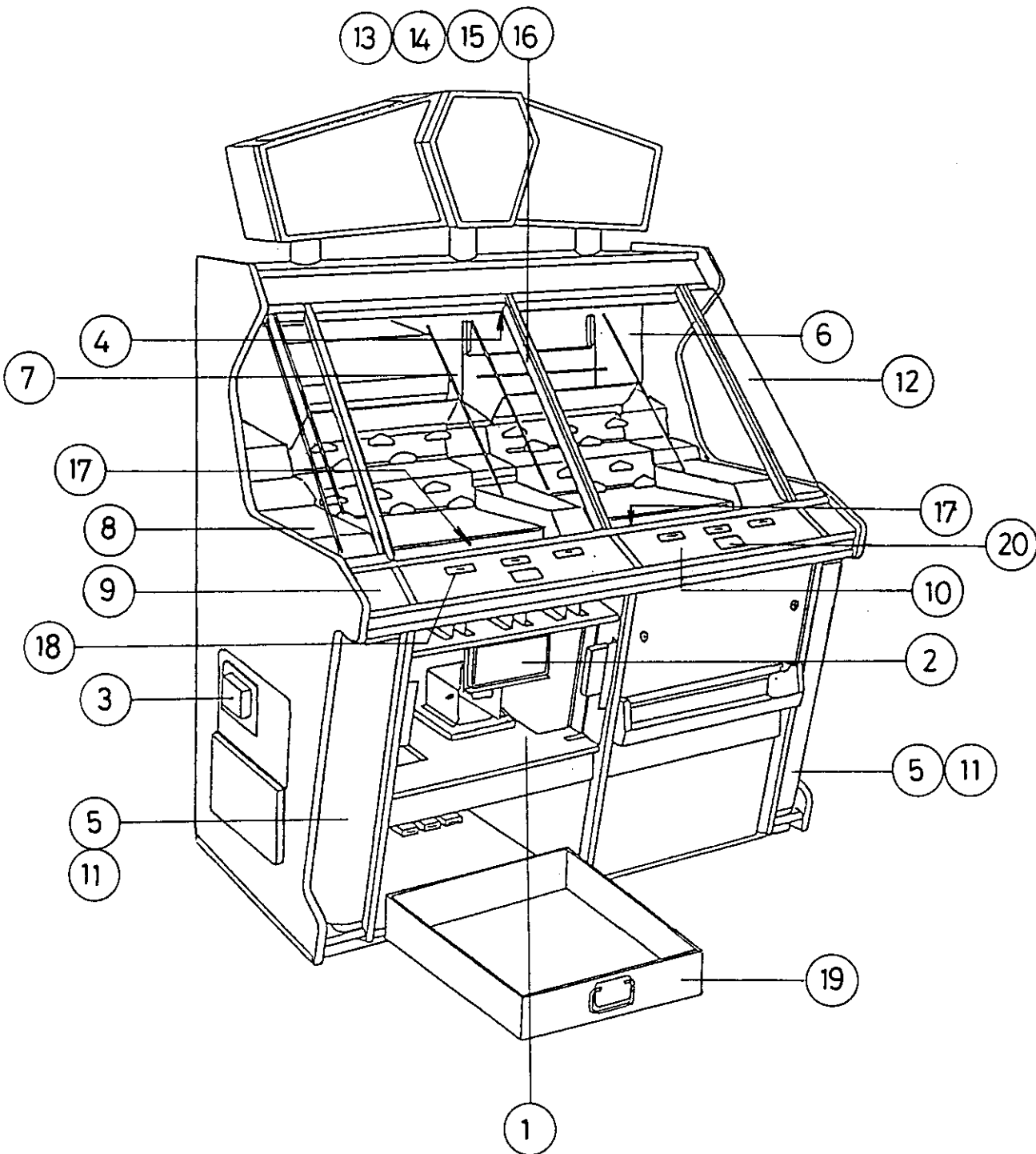
Non-Changer (Cash In/Cash Out)

ITEM	CROMPTON PART NO.	DESCRIPTION	QUANTITY PER MACHINE
11.	050469	CABINET CORNER PERSPEX (LH) - Flippa Winna	1
	050468	CABINET CORNER PERSPEX (RH) - Flippa Winna	1
	050802	CABINET CORNER PERSPEX (LH) - Hi-Roller	1
	050801	CABINET CORNER PERSPEX (RH) - Hi-Roller	1
	050848	CABINET CORNER PERSPEX (LH)-Cosmic Invader	1
	050847	CABINET CORNER PERSPEX (RH)-Cosmic Invader	1
12.	050460	CABINET SIDE WINDOW (LH)	1
	050460A	CABINET SIDE WINDOW (RH)	1
13.	0301165	END LAMP SHIELD-Flippa Winna/Cosmic Invader	2
	190355	0301479 - END LAMP SHIELD - Hi-Roller	2
	0301166	CEN LAMP SHIELD-Flippa Winna/Cosmic Invader	2
	190356	0301480 - CEN LAMP SHIELD - Hi-Roller	2
14.	100065	END CAP - 5/8" (SHROULDED)	8
15.	100089	FLUORESCENT TUBE - 5/8" DIA 13 WATT	4
16.	100034	TERRY CLIP - 5/8" L100/13	8
17.	050519	FLIPPER COVER PANEL - Flippa Winna	3
	050798	FLIPPER COVER PANEL - Hi-Roller	3
	050849	FLIPPER COVER PANEL - Cosmic Invader	3
18.	190125	030777 - COIN CHUTE (10p)	9
19.	030820	CASHBOX	3
20.	050069	LABEL - 10p PLAY	3

Quantities shown above relate to 3 Player only

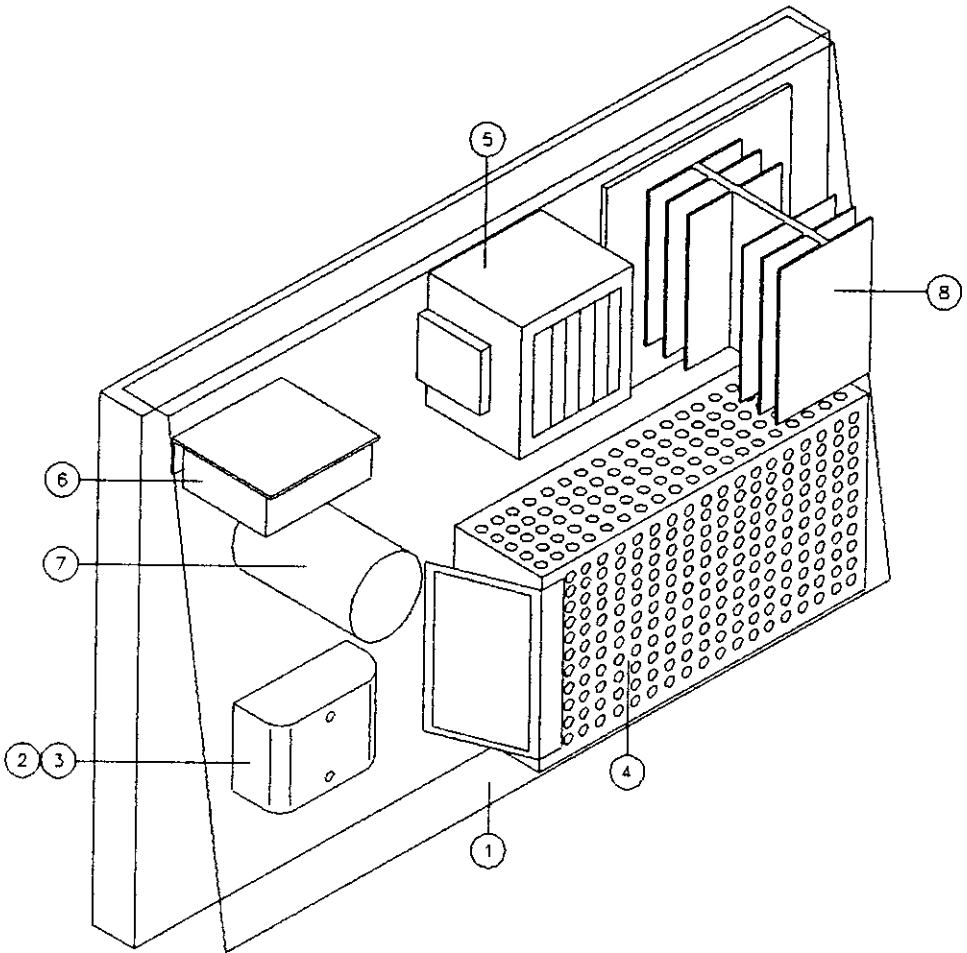
General Assembly

Non-Changer (Cash In/Cash Out)



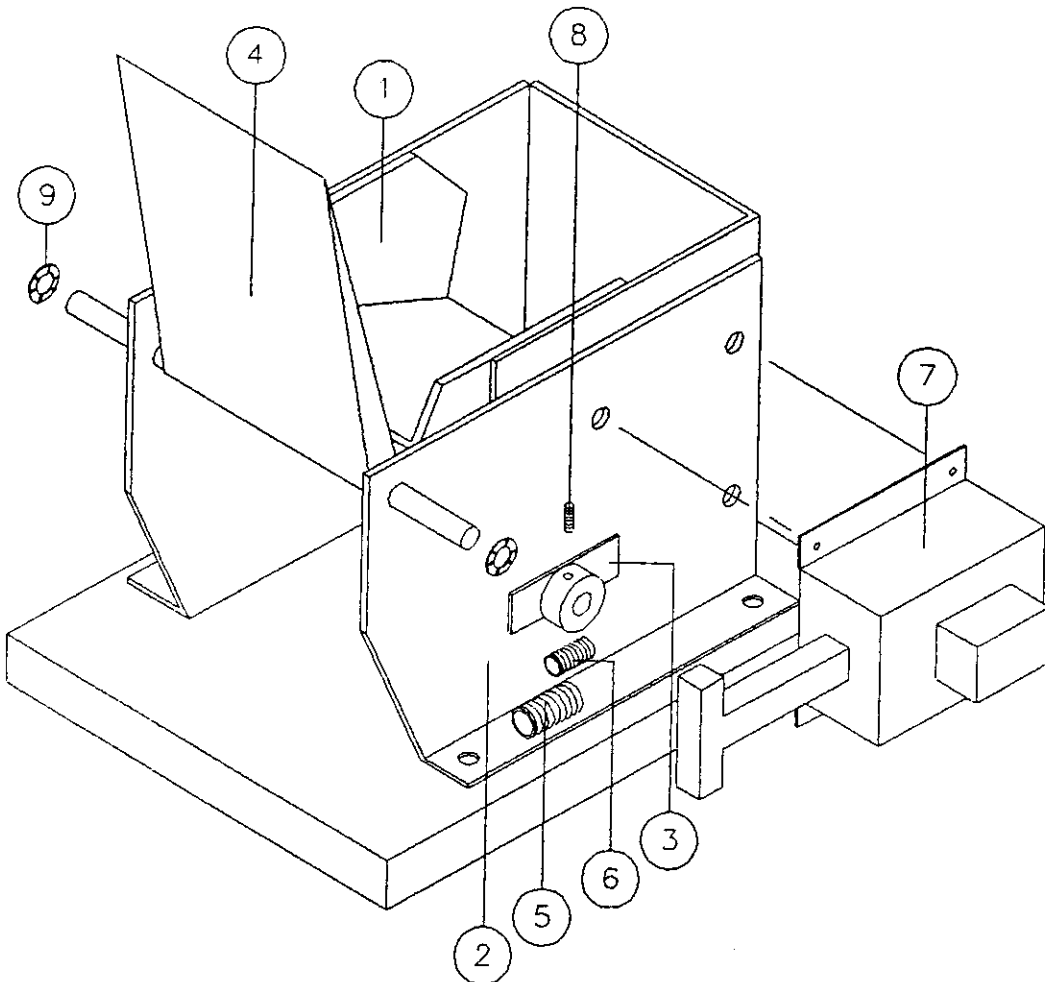
Power Supply Unit Board Assembly

ITEM	CROMPTON PART NO.	DESCRIPTION	QUANTITY PER ASSEMBLY
1.	050456	PSU BOARD COVER	1
2.	100041	FUSEHOLDER - F19 BULGIN FX0019	1
3.	100046	FUSE - 6.3A ANTI-SURGE 1 1/4"	2
4.	130254	SWITCHMODE POWER SUPPLY (240V)	1
	130366	SWITCHMODE POWER SUPPLY (110V)	1
5.	130424	TRANSFORMER	1
6.	130118	RECTIFIER - BRIDGE BR252	1
7.	130139	CAPACITOR - 10,000UF TAG	1
8.	130425	PCB 0185 - 24V REGULATOR BOARD	1



Diverter Assembly

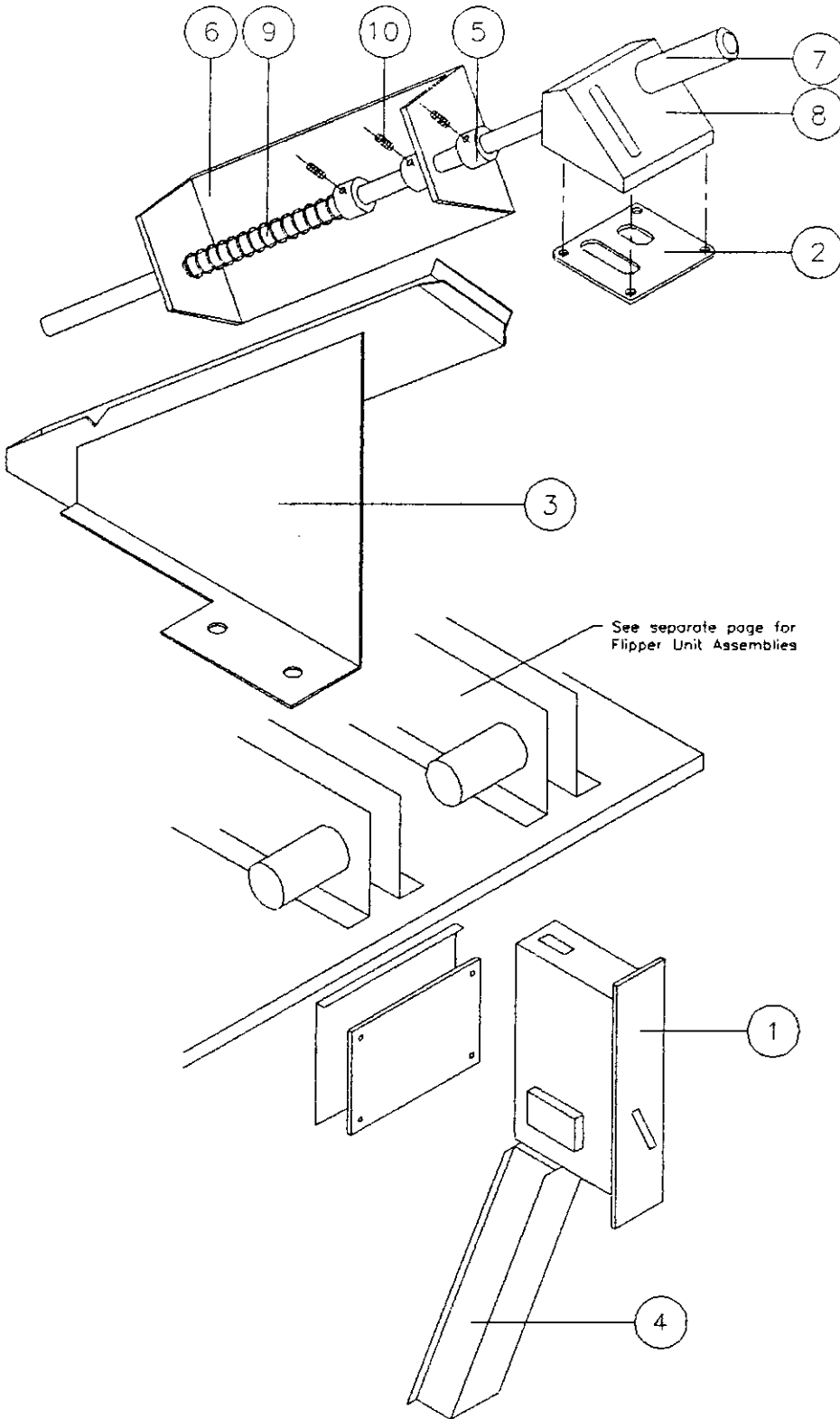
ITEM	CROMPTON PART NO.	DESCRIPTION	QUANTITY PER ASSEMBLY
1.	030055	DIVERTER BOX	1
2.	030061	DIVERTER SIDE PLATE	1
3.	190021	030062 - DIVERTER BOSS	1
4.	030063	DIVERTER FLAP	1
5.	110003	SPRING - No 550 TENSION	1
6.	110004	SPRING - 709-104 TENSION	1
7.	130003	TT6 SOLENOID - 240V 50Hz WARNER	1
8.	150019	2BA x 3/8" KNCUP PT GRUBSCREW	2
9.	150157	1/4" DIA SPIRE CLIP (5115-25)	2



Changer Assembly

ITEM	CROMPTON PART NO.	DESCRIPTION	QUANTITY PER ASSEMBLY
1.	0301181	COIN MECHANISM PLATE	1
2.	190262	0301190 - COIN EJECT BASE PLATE	1
3.	0301192	COIN RUNDOWN CHUTE	1
4.	0301196	CHANGER TO CASHBOX CHUTE	1
5.	190225	0301184 - REJECT ROD BUSH	3
6.	190226	0301186 - PUSH ROD BRACKET	1
7.	190227	0301189 - PUSH ROD ASSEMBLY	1
8.	190179	0301191 - COIN EJECT	1
9.	110015	SPRING - No 60 ENTEX	1
10.	150139	2BA x 1/4" KNCUP PT GRUBSCREW	3

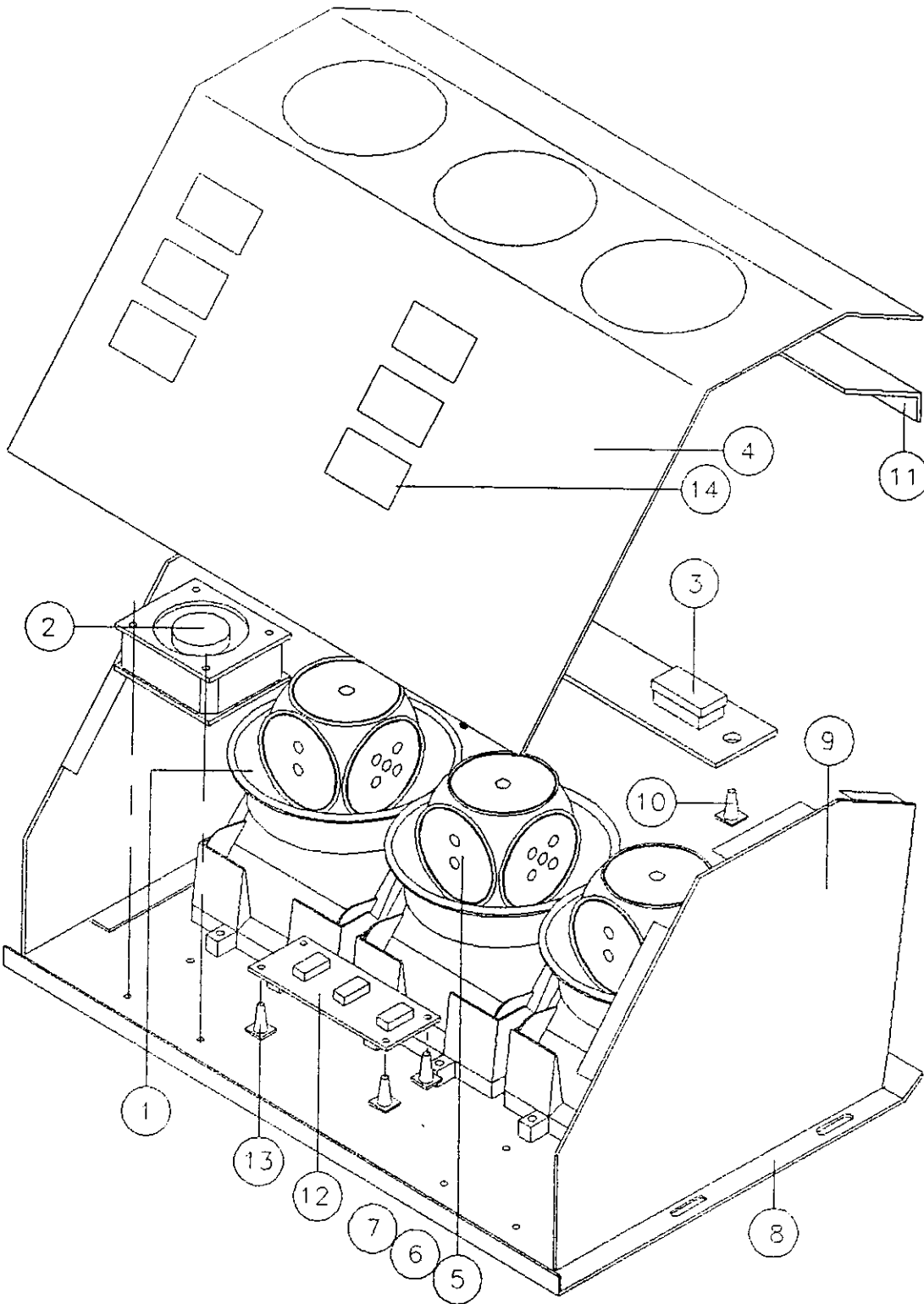
Changer Assembly



DICE Mechanism Assembly

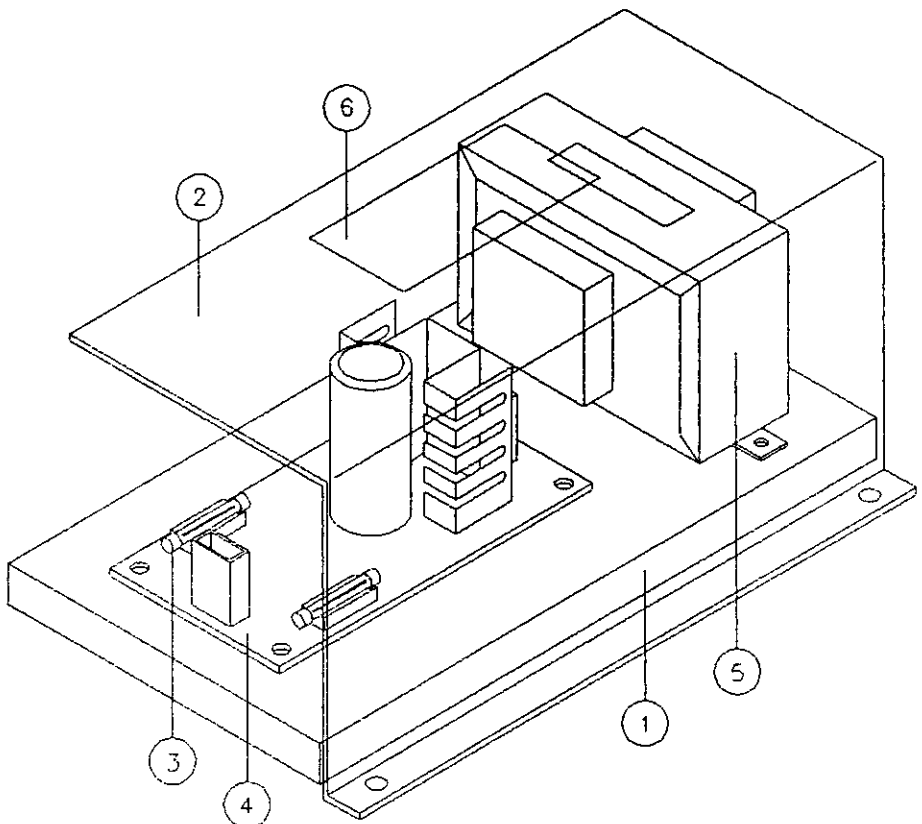
ITEM	CROMPTON PART NO.	DESCRIPTION	QUANTITY PER ASSEMBLY
1.	130378	STARPOINT DICE UNIT - 1DU	3
2.	130376	FAN - 12V 3100RPM (RS 582962)	1
3.	130359	PCB 0147 - DICE DRIVER BOARD	1
4.	050863	DICE PERSPEX PANEL - flippa Winna	1
	050793	DICE PERSPEX PANEL - Hi-Roller	1
	050839	DICE PERSPEX PANEL - Cosmic Invader	1
5.	050681	DOLPHIN DICE STICKER - Flippa Winna	3
	050682	CRAB DICE STICKER - Flippa Winna	3
	050683	PIRATE DICE STICKER - flippa Winna	3
	050684	CHEST DICE STICKER - Flippa Winna	3
	050685	OYSTER DICE STICKER - Flippa Winna	3
	050686	? DICE STICKER - flippa Winna	3
6.	050869	ROCKET DICE STICKER - Cosmic Invader	3
	050870	GUN DICE STICKER - Cosmic Invader	3
	050871	ROBOT DICE STICKER - Cosmic Invader	3
	050872	AUEN DICE STICKER - Cosmic Invader	3
	050873	WOMAN DICE STICKER - Cosmic Invader	3
	050874	MOON DICE STICKER - Cosmic Invader	3
7.	050984	1 SPOT DICE STICKER - Hi-Roller	3
	050985	2 SPOT DICE STICKER - Hi-Roller	3
	050986	3 SPOT DICE STICKER - Hi-Roller	3
	050987	4 SPOT DICE STICKER - Hi-Roller	3
	050988	5 SPOT DICE STICKER - Hi-Roller	3
	050989	6 SPOT DICE STICKER - Hi-Roller	3
8.	030 1539	DICE MECHANISM BASE	1
9.	190383	0301544 - DICE MECHANISM SIDE ASSEMBLY	1
	190384	030 1545 - DICE MECHANISM SIDE ASSEMBLY	1
10.	130288	PCB PILLAR (RS 606-917)	6
11.	030 1540	DICE MECHANISM FRONT PLATE	1
12.	130399	PCB 0167 - DICE CONTROL BOARD	1
13.	090072	PCB PILLAR (RS 580-001)	4
14.	050687	PAYOUT VALUE SHEET - Flippa Winna/Hi-Roller	1
	050688	PAYOUT VALUE SHEET - Cosmic Invader	1

Dice Mechanism Assembly



Dice PSU Assembly

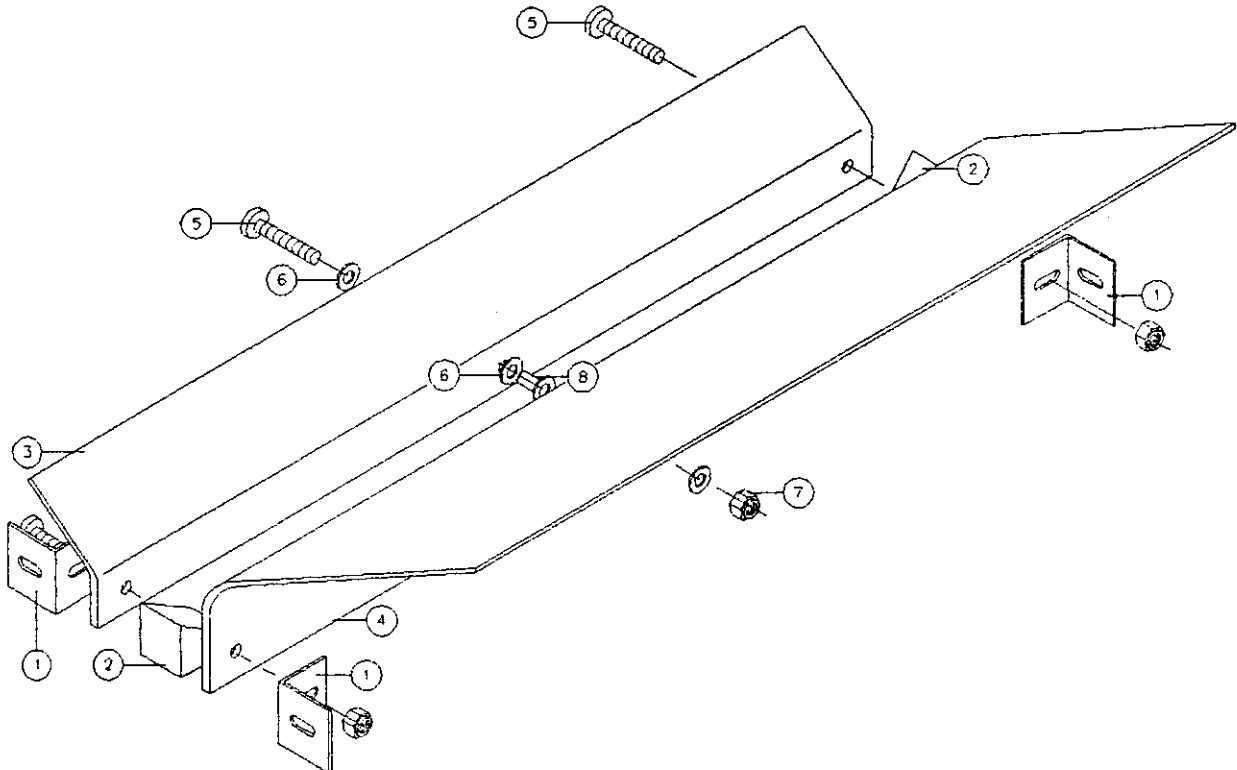
ITEM	CROMPTON PART NO.	DESCRIPTION	QUANTITY PER ASSEMBLY
1.	000883	DICE PSU BASE	1
2.	050697	DICE PSU COVER	1
3.	100112	FUSE - 3.15A 20MM QUICKBLOW	2
4.	130360	PCB 0148 - PSU BOARD	1
5.	130377	TRANSFORMER - 10V 50VA (141-467)	1
6.	160001	LABEL - MAINS WARNING	1



Coin Collector Assembly

'Dice Feature Machines Only'

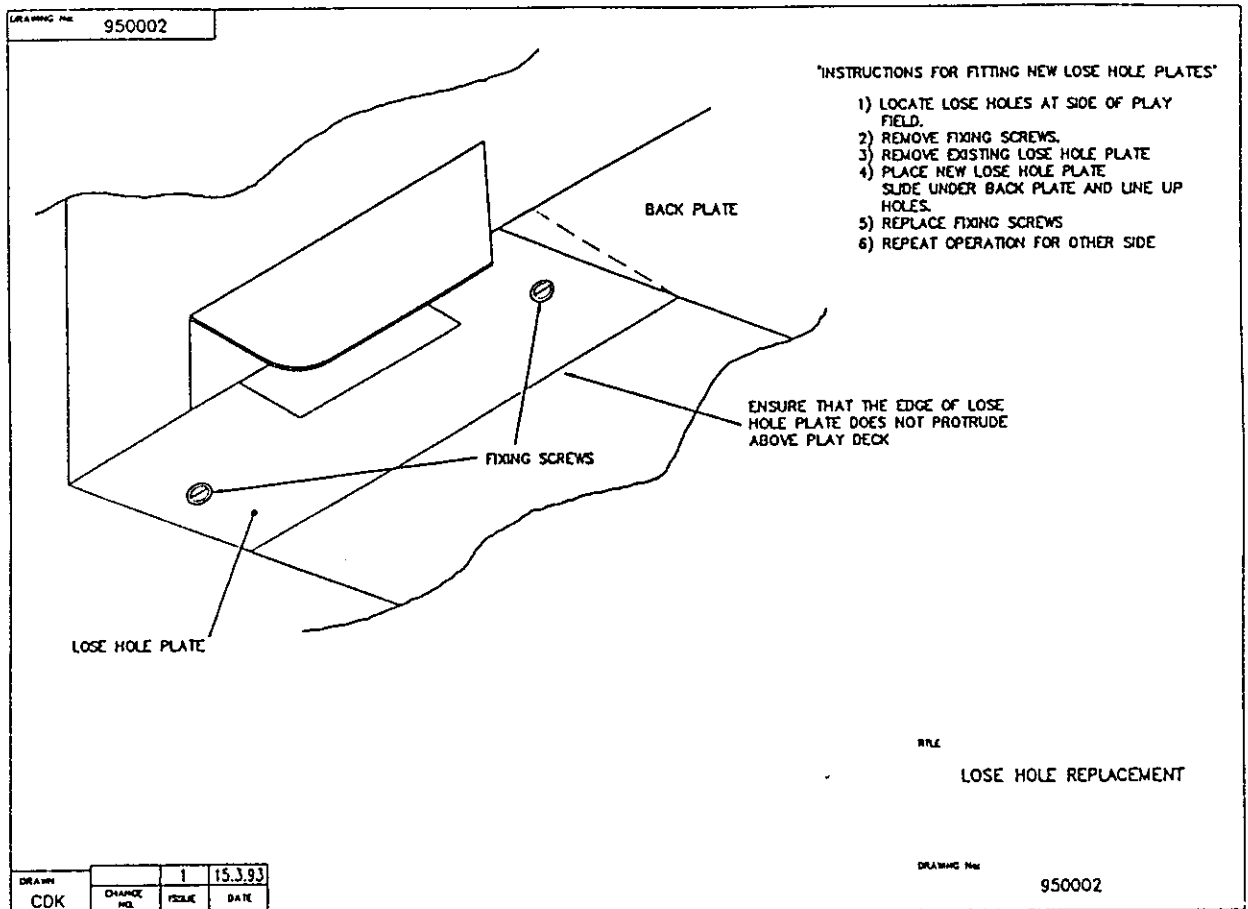
ITEM	CROMPTON PART NO.	DESCRIPTION	QUANTITY PER ASSEMBLY
1.	0301773	COIN COLLECTOR BRACKET	4
2.	050897	PERSPEX SPACER BLOCK	2
3.	050898	FORMED PERSPEX (SMALL)	1
4.	050899	FORMED PERSPEX (LARGE)	1
5.	150054	4BA x 1" CHEESE HEAD SETSCREW	3
6.	150040	4BA T2 WASHER	8
7.	150032	4BA AEROTIGHT NUT	3
8.	150152	NO6 x 3/8" BUTTITE SPACER	1



Playfield Slipper Plate Information

'TO INCREASE PERCENTAGE OF COINS INTO CASHBOX FROM PLAYFIELD'

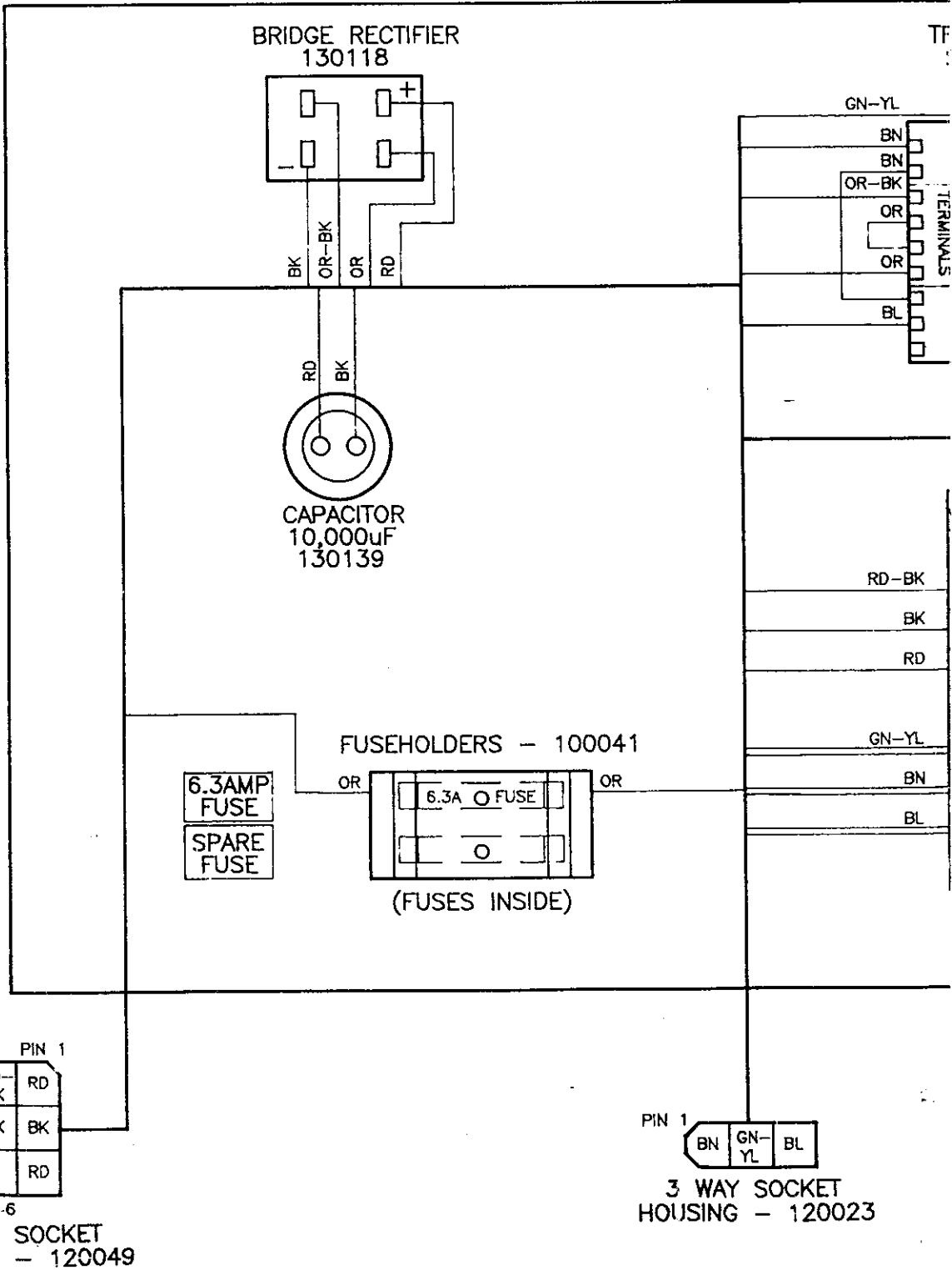
Refer to Drawing Number 950002 to change Lose Hole Plates (other sizes can be supplied according to coinage used).



Please Note: The Metal Playfield Riser will need to be removed as the Slipper Plate slides forward for removal and replacement.

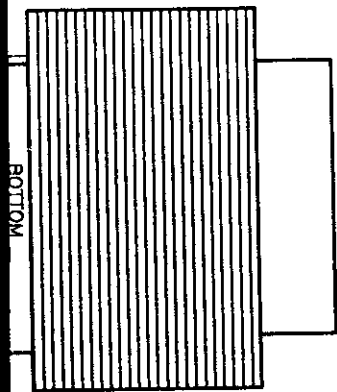
FLIPPA WINNA COMPONENT

FLIPPA WINNA COMPONENT

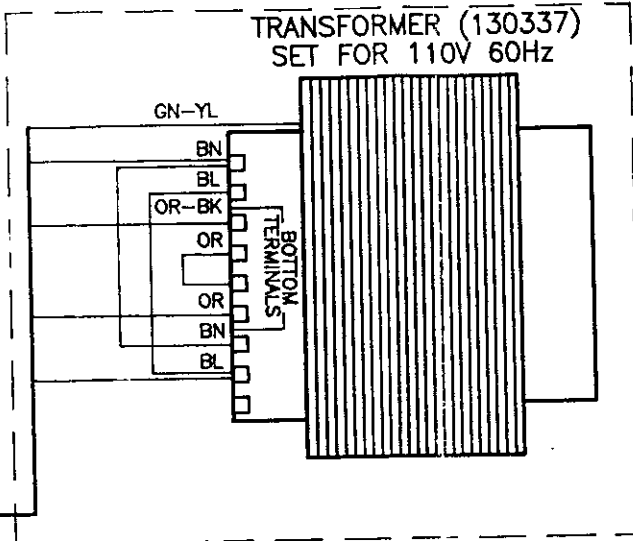


BOARD ASSY (240V) - 910495
 BOARD ASSY (110V) - 910605

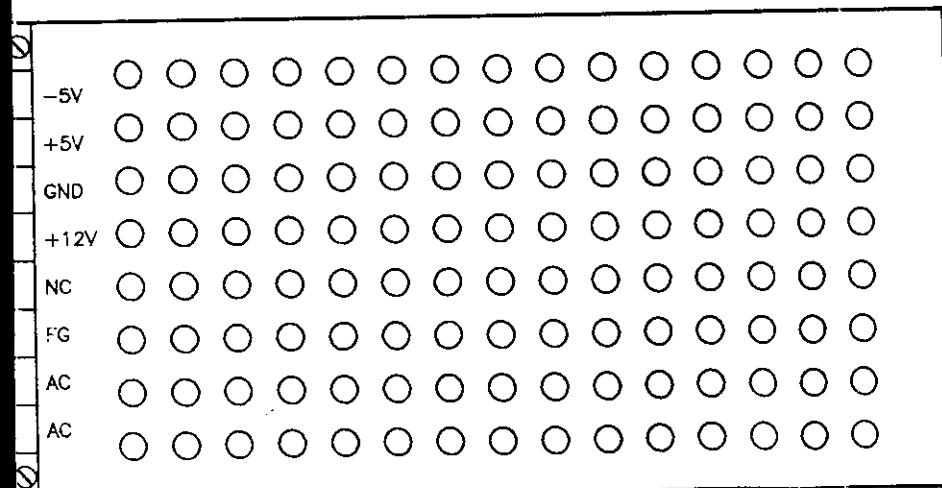
TRANSFORMER (130337)
 SET FOR 240V 50Hz



TRANSFORMER (130337)
 SET FOR 110V 60Hz



- BK - BLACK
- BL - BLUE
- BN - BROWN
- GN - GREEN
- OR - ORANGE
- PK - PINK
- RD - RED
- VI - VIOLET
- WH - WHITE
- YL - YELLOW



SWITCHMODE POWER SUPPLY (240V) - 130254
 SWITCHMODE POWER SUPPLY (110V) - 130366

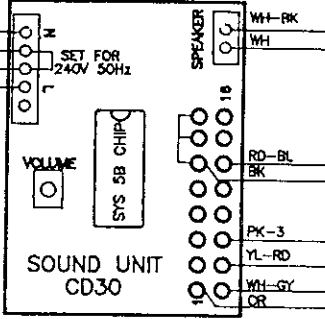
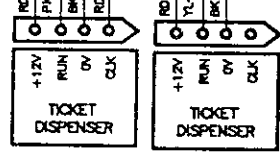
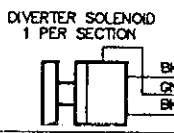
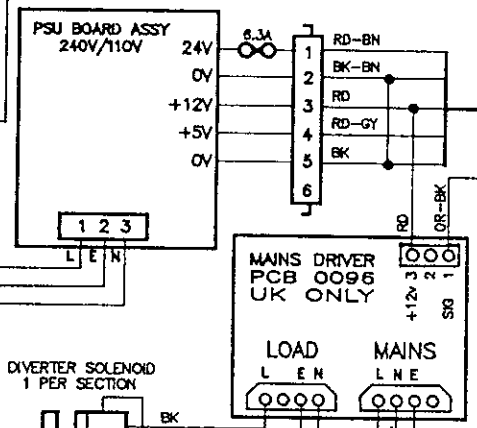
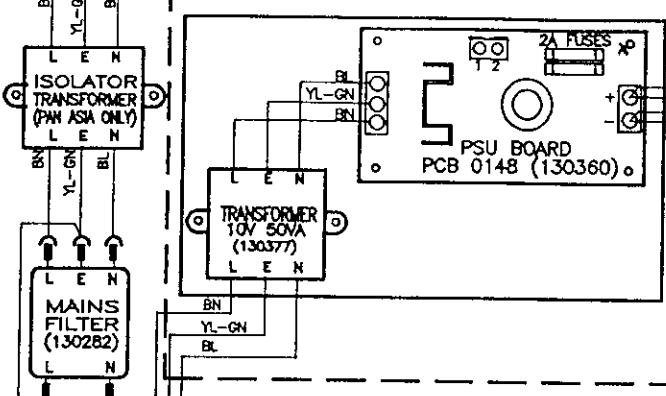
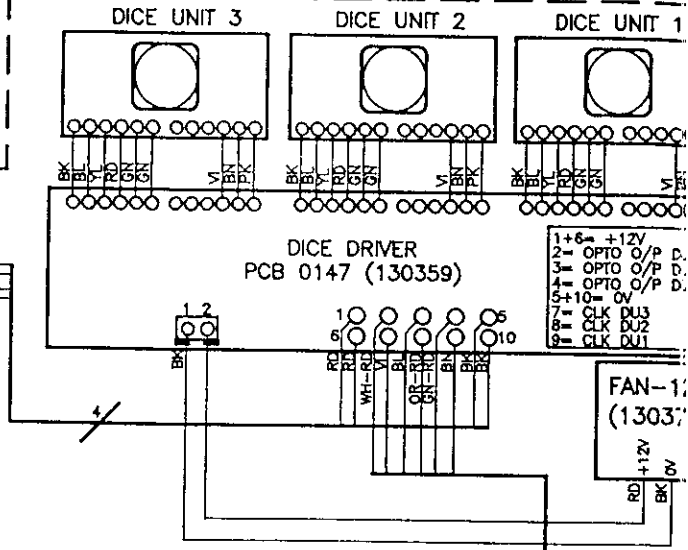
ISSUE 1 15.09.94
 DRAWN CBL

MAINS INLET

240V 50Hz
110V 60Hz

SCM0050 SCHEMATIC DIAGRAM
 FLIPPA WINNA, HI ROLLER & COSMIC INVADER 110/240 VOLT INCORPORATING DICE FEATURE
 ISSUE 3
 DRAWN 24.03.95
 CBL

DICE MECHANISM ASSY X 1 PER SECTION (OPTIC)



110V/240V LIGHTING BOARDS

3 PLYR :- 85W CHOKE ASSY X 1
65W CHOKE ASSY X 1
40W CHOKE ASSY X 1 (2 STARTERS)
13W CHOKE ASSY X 4

2 PLYR :- 40W CHOKE ASSY X 1 (2 STARTERS)
40W CHOKE ASSY X 1 (1 STARTER)
30W CHOKE ASSY X 1
13W CHOKE ASSY X 3

1 PLYR :- 40W CHOKE ASSY X 1 (2 STARTERS)
40W CHOKE ASSY X 2 (1 STARTER)
13W CHOKE ASSY X 2

