

*A Gravity Defying  
Skill Game!*

# FREE FALLIN'

Standard Service Manual



MAGICALLY  
*Stop "Free Falling"  
Ball...*



*Available as  
Standard  
or  
"Take it to the Max!"*



Free Fallin' to the Max  
Dimensions: 44" d x 46" w x 126" h  
Weight: 670 lbs.

Free Fallin' Standard  
Dimensions: 44" d x 32" w x 103" h  
Weight: 430 lbs.



*Free Falling*

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# SAFETY AND WARNINGS

## BEFORE YOU BEGIN

WARNING: WHEN INSTALLING THIS GAME, A GROUNDED A.C. RECEPTACLE MUST BE USED. FAILURE TO DO SO COULD RESULT IN INJURY TO YOURSELF OR OTHERS. FAILURE TO USE A GROUNDED RECEPTACLE COULD ALSO CAUSE IMPROPER GAME OPERATION, OR DAMAGE TO THE ELECTRONICS. DO NOT DEFEAT OR REMOVE THE GROUNDING PRONG ON THE POWER CORD FOR THE SAME REASON AS GIVEN ABOVE. USING AN IMPROPERLY GROUNDED GAME COULD VOID YOUR WARRANTY. HAVE A QUALIFIED ELECTRICIAN CHECK YOUR A.C. RECEPTACLE TO BE SURE THE GROUND IS FUNCTIONING PROPERLY. DO NOT WASH YOUR GAME WITH A PRESSURE WASHER.

AVERTISSEMENT: lors de l'installation de ce jeu, la terre AC réceptacle doit être utilisé. Ne pas le faire pourrait entraîner un préjudice à vous ou à d'autres. Le non-recours à la terre réceptacle pourrait également causer une mauvaise opération de jeu, ou les dommages causés à l'électronique. NE PAS détériorer ou de retirer la broche de terre sur le cordon d'alimentation pour la même raison, comme indiqué ci-dessus. Indûment l'aide d'un jeu de la terre pourrait annuler votre garantie. Ont un électricien qualifié de vérifier votre réceptacle AC pour s'assurer que le sol fonctionne correctement. Ne lavez pas votre jeu avec une laveuse à pression.

## INSTALLATION

The game comes ready to play with just a few simple things to keep in mind.

1. Plug the game into the A.C. outlet and turn on power to the game. The switch for the game is located on a power module on the outside rear of the game.

THIS GAME IS DESIGNED TO DISSIPATE STATIC ELECTRICITY THROUGH THE GROUNDING PLANE OF THE GAME. IF THE A.C. GROUND DOES NOT WORK, THE GAME COULD DISCHARGE STATIC ELECTRICITY THROUGH THE GAME CIRCUITRY, WHICH COULD CAUSE DAMAGE.

2. Make sure the game is level after installation. It is necessary to make sure the game is level for safety concerns.
3. Check that the A.C. voltage rating on the back of the game matches the A.C. voltage of your location.

THE POWER SUPPLY IS NOT VOLTAGE ADJUSTABLE. TO OPERATE THE GAME AT VOLTAGES OTHER THAN THOSE IT WAS DESIGNED FOR. PLEASE CONTACT OUR SERVICE DEPARTMENT FOR VOLTAGE CONVERSION INFORMATION.

## WARNING

DO NOT remove any of the components on the main board (e.g. compact flash and eproms) while the game is powered on. This may cause permanent damage to the parts and the main board. Removing any main board component part while powered on will void the warranty.

Ne retirez pas l'un des composants sur la carte principale (par exemple Compact Flash et EPROMs), tandis que le jeu est sous tension. Cette mai causer des dommages permanents aux parties et la carte principale. Suppression de tout bord principal élément sous tension alors que annulera la garantie.

**NOTE: THIS GAME IS INTENDED FOR INDOOR USE ONLY.**

**ON THE BACK PANEL OF THE GAME: WARNING: SHOCK HAZARD - DO NOT OPEN. REFER SERVICING TO SERVICE PERSONNEL.**

**REMARQUE: CE JEU EST DESTINÉ POUR USAGE À L'INTÉRIEUR SEULEMENT.**

**SUR LE PANNEAU ARRIÈRE DU JEU: AVERTISSEMENT: RISQUE DE CHOC - NE PAS OUVRIR. RÉPARATION À UN PERSONNEL DE SERVICE.**

# SETUP - INTRODUCTION

## Game play:

The player starts the game and the ball will begin to circulate throughout the playfield. As the ball falls it is deflected off of the pegs. Once the ball enters the ticket chute, the player must press the "STOP" button where he/she thinks they can capture the ball to get the most points.

## Features:

Ticket dispensers	Easy to program	Coin and ticket meters.
Operator adjustments.	Self error/fault checking.	Made in the USA

## Programming:

To enter programming, press the program button located inside the coin door. The playfield display will show the option number and its value.

Options #	Default	Min	Max	Increment
[1] Volume	5	0	8	1
[2] Playfield Type	1	1	4	1
[3] Multiplier	0	0	4	1
[4] Bonus Value	100(500)	10(50)	200(999)	5
[5] Attract Time	3	0	99	1
[6] Factory	0	0	1	1

## Description of Options:

*Playfield Type - The playfield is setup in either a .25 (option 1), .50 (option 2), or \$1 (option 4) game. There is no option 3 available. Changing this setting will do two things. It will change the payout numbers on the playfield to match the game type specified and change the amount of pulses to start a game. A setting of two would result in a .50 playfield game and two pulses or credits to start. This is important to understand.*

*Multiplier - The game is wired with two different coin inputs called coin1 and coin2. Coin1 is always set to one pulse and cannot be changed. Coin2 is multiplied by the value entered in this setting. By default this value is set to one so coin2 would equal to one credit or pulse. If you change this value to 2 then coin2 would be equal to two pulses or credits. This option is used when a card swipe system is installed, a higher valued token, or your coin is worth more than a quarter (or one pulse).*

## **\*\* RECOMMENDED CARD SWIPE SYSTEM INSTALLATION \*\***

*OPTION 1: Card swipe system can only output one pulse per swipe.*

You will need to remove the coin2 wire from the coin switch and connect the coin2 wire to your card swipe system. This wire is the white with red stripe. If you still wish to use coins along with your card swipe, you will need to install a jumper wire between the two coin switches. You will also need to configure two settings in your game's programming. If your playfield is configured for .50 play, you will need to set option 2 to 2, and option 3 to 2. If you have \$1.00 playfield, you will need to set up option 2 to 4 and option 3 to 4. Now you will need to configure your coin swipe system to whatever the price of play will be. Option 1 in programming sets the amount of pulses required to start a game and what playfield numbers it will use. Option 3 in programming sets the amount of pulses that coin2 wire is worth. Coin1 wire is always worth one pulse and cannot be changed. Coin2/DBV wire can be configured to pulse up to 4 pulses. When using this configuration Coin2 wire should not be installed in any coin switches but only to the card swipe system.

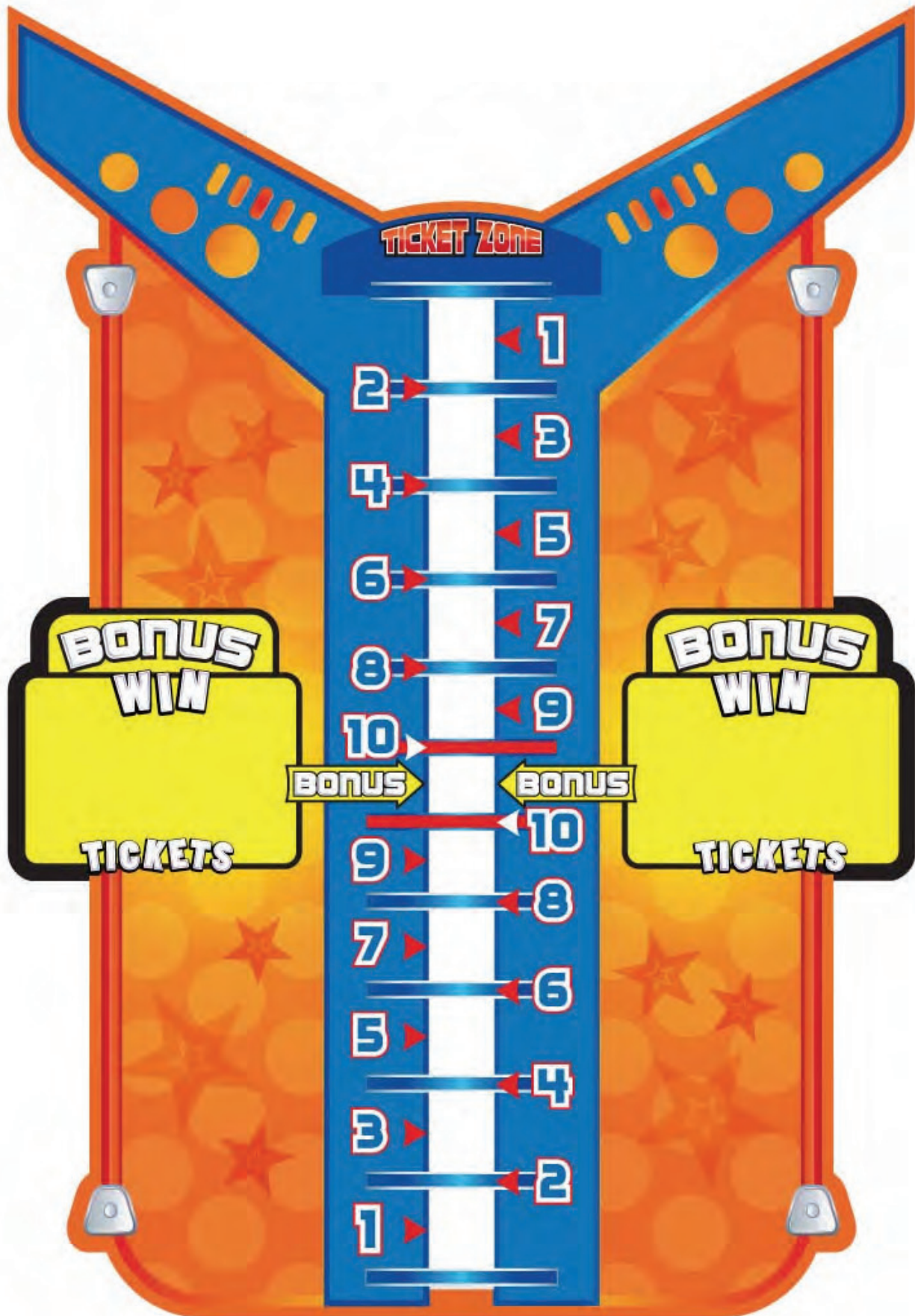
*OPTION 2: Card swipe system can output more than one pulse per swipe.*

It makes no difference which wire you connect your card swipe system to as long as you set your card swipe system to pulse the same amount of times as set in option 2 of your game. For example, if the game has a .50 playfield, you would set the card swipe system to output 2 pulses to start a game. Option 3 in your game should be left to 1 (default).

## **\*\* DIFFERENT VALUED COINS INSTALLATION \*\***

Your game can have two different values programmed for the coinage used. Coin2 wire (white with red stripe) would be your higher value coin and coin1 (white with brown stripe) wire is the lower value coin. Option 3 sets the multiple for Coin2. For example if you wish to have a .25 mech installed on Coin1 wire and a \$1 mech on Coin2 wire, you will need to change option 3 to 4 in your game in order to make the output of coin2 worth a dollar (in other words, 4 pulses).

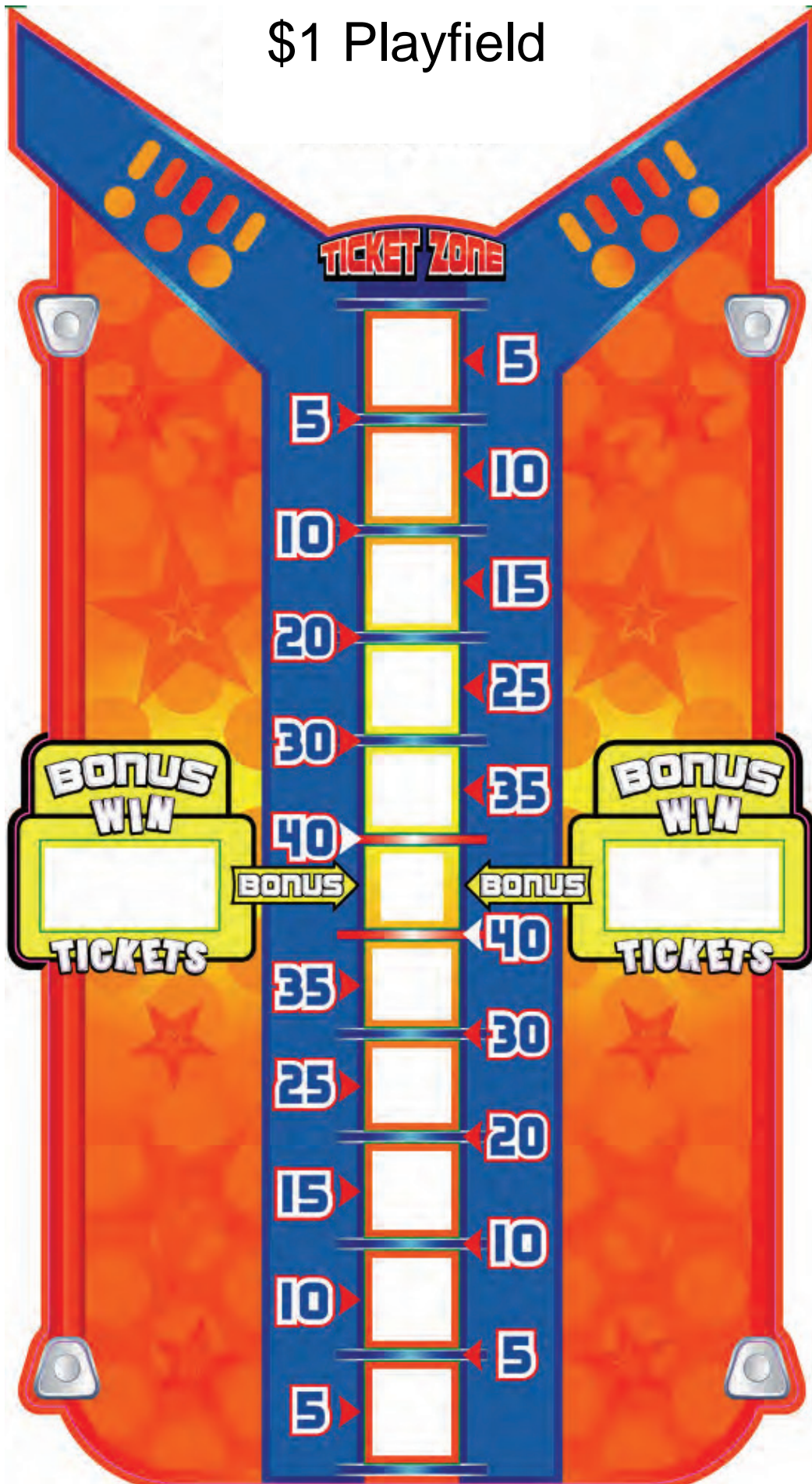
# .25 Playfield Game



# .50 Playfield Game



# \$1 Playfield



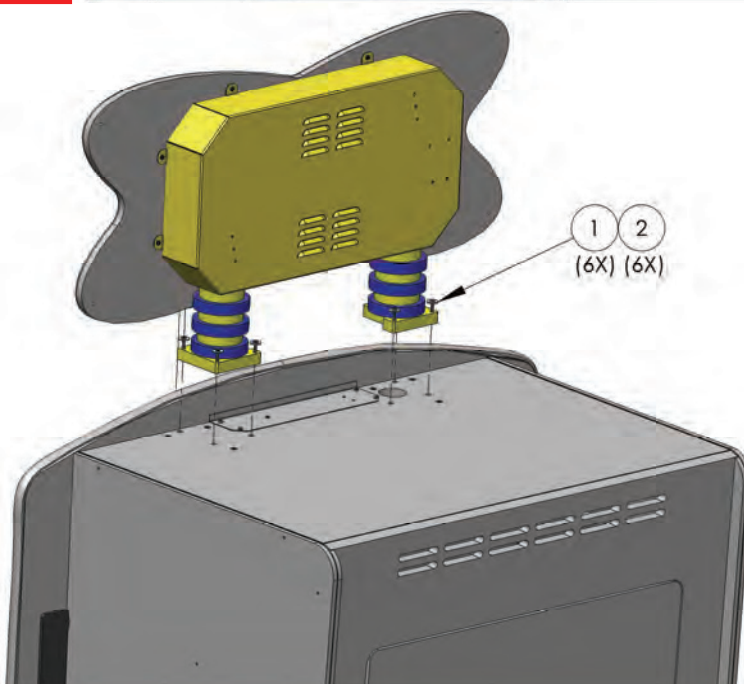
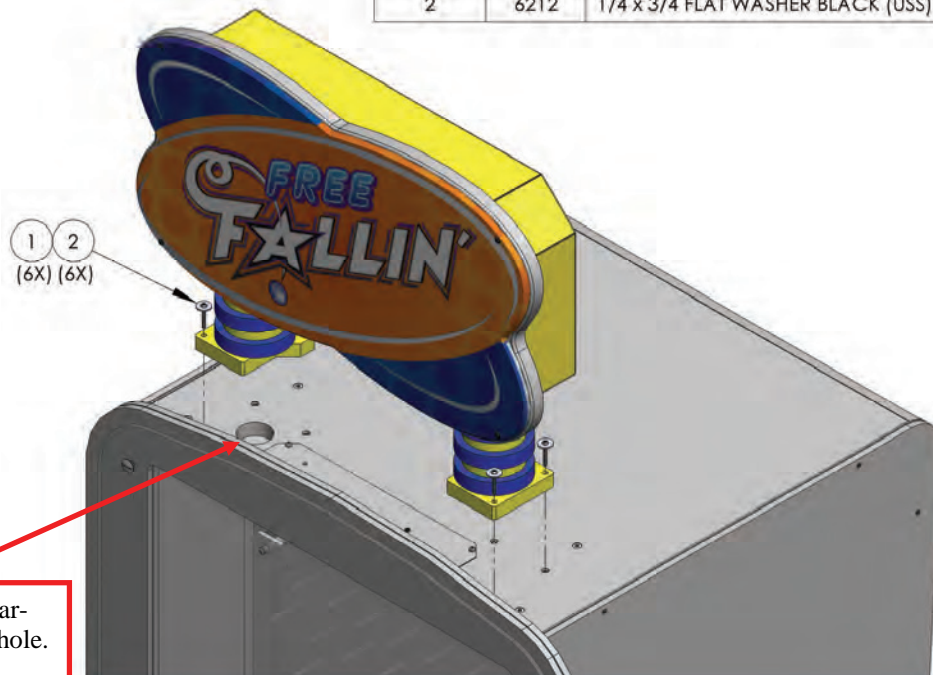


# SETUP - GAME ASSEMBLY

## Marquee Install Instructions:

Position Marquee on top of game as shown below. Be sure and connect the marquee wiring to the AC connector in the game before attaching the marquee hardware. Insert one screw with washer into each mounting hole and tighten. The AC connector for the marquee is located inside the access hole.

ITEM NO.	PART NUMBER	DESCRIPTION	QTY
1	6272	8-32 x 1 1/4 BHCS (BLACK ZINC)	6
2	6212	1/4 x 3/4 FLAT WASHER BLACK (USS)	6






# SERVICE

## Front Plastic Removal

Removal of the front plastic is necessary to gain access to the sensor arrays, LEDs, and playfield displays. Remove the six slotted screws as shown in fig A.

## Playfield Removal

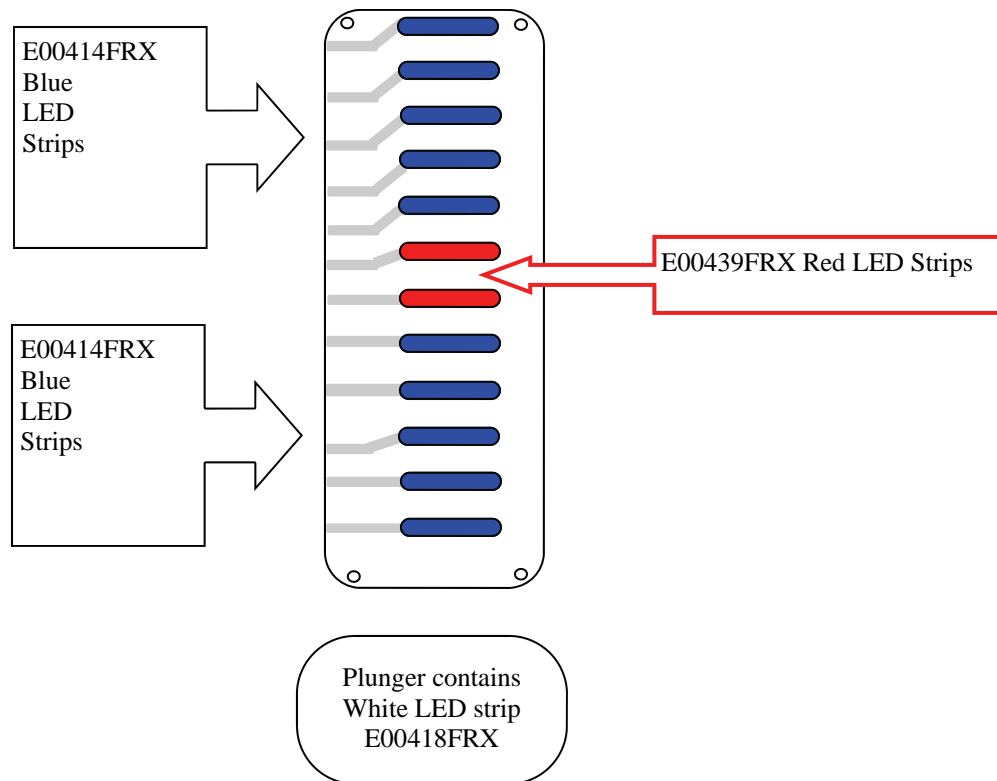
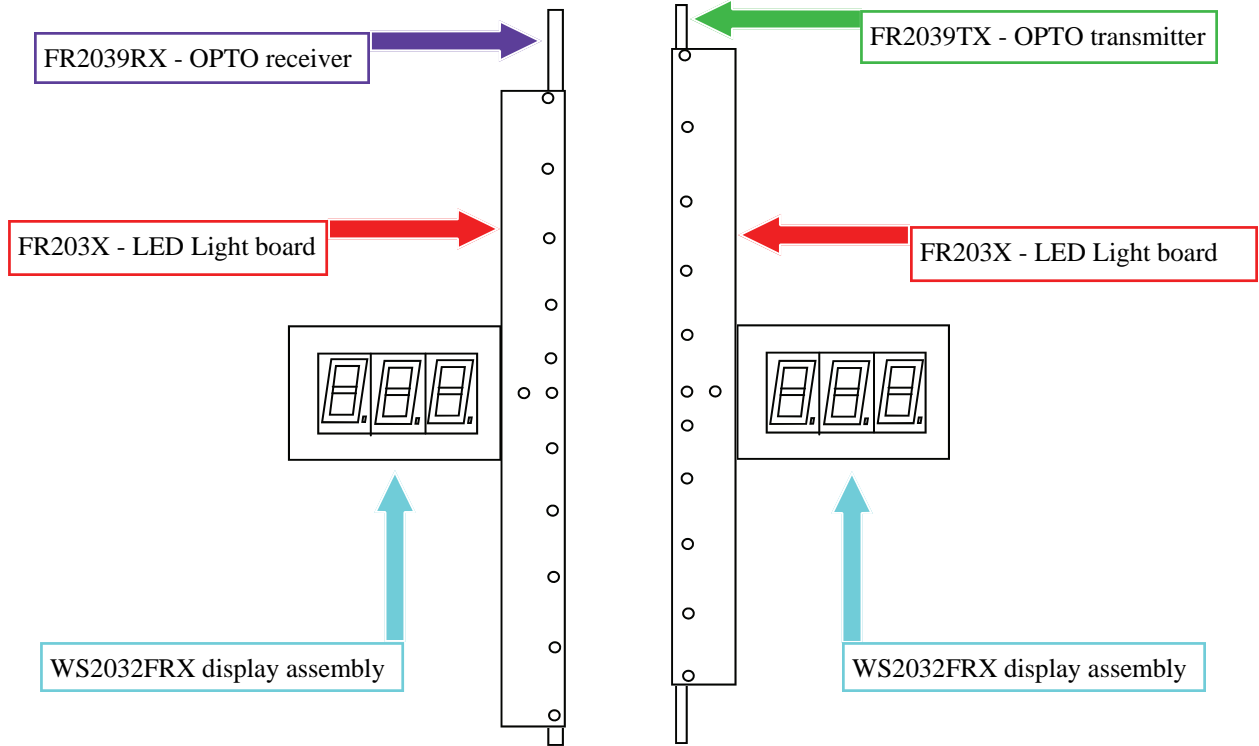
There are three different plastic layers that make up the playfield. The outer plastic has the decal. The middle plastic contains the LED strips. The inner plastic covers the entire playfield except around the sensor area. To gain access to the sensor array you only need to remove both the outer plastic and the middle plastic. Be careful when removing the middle plastic that you do not break off any of the LED strips mounted to it. To gain access to the playfield displays you will need to remove all three layers.

Screw Locations Key	
	Front Plastic
	Outer and Middle Plastics
	Inner Plastic



# SERVICE

Playfield Sensor array breakdown by parts. You can also refer to the full page wiring diagrams for further information.

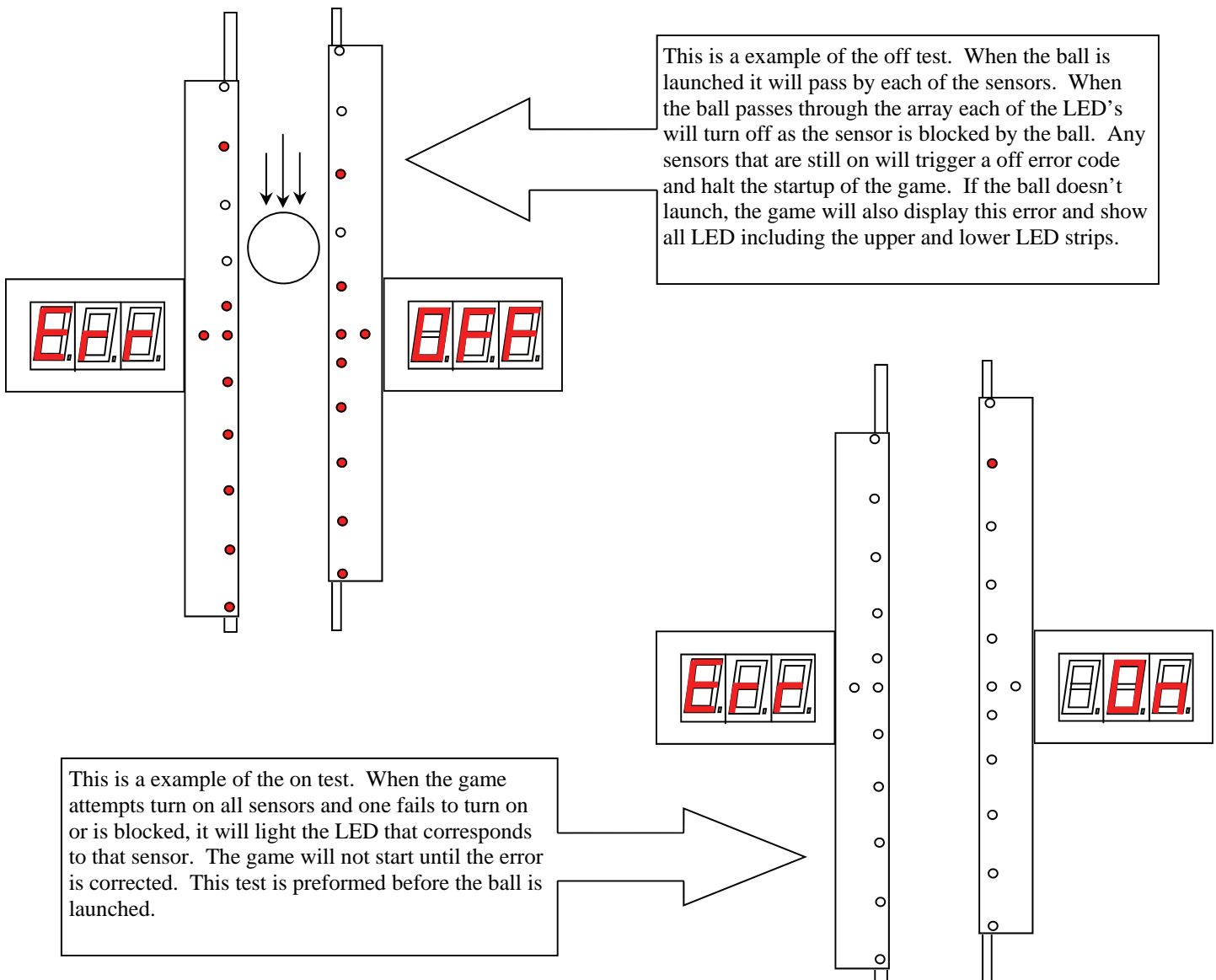


# SERVICE

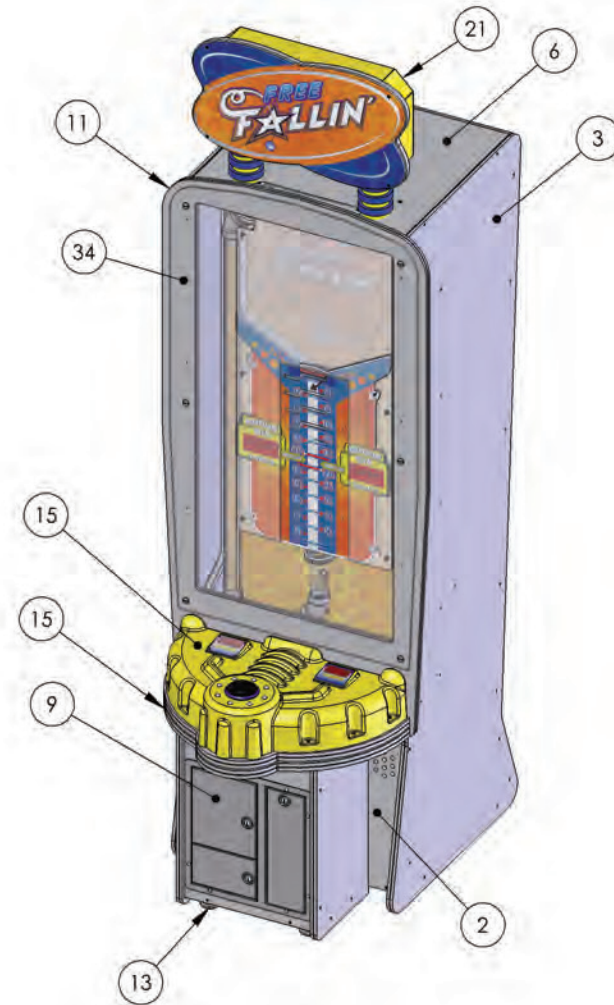
## Faults and Errors:

To ensure top performance and earnings this game features a power on diagnostics. As power is applied to the game it will display the software revision number on the right display located on the play field. It will also display the required amount of coins to start a game but on the left display. Then the game will check to see if any of the score sensors and ball sensors are faulty. This is done first by turning them on. If any are blocked, the playfield will display "ERR" and "ON". The faulty sensor will have the opposite LED on or if the ball sensors are bad that LED strip will be on. After this test, the game will engage the solenoid which releases the ball and turns the blower on. Then all Sensors are turned on until the ball drops down blocking each sensor. If a sensor is bad, the LED opposite will be on. If the ball sensor is bad, the LED strip will be on. When the last sensor is blocked by the ball, the solenoid will catch the ball, then blower will stop and the game will enter game mode and accept coins. If any errors are encountered during the power on diagnostics, the game will stop at that failure until it is repaired.

See diagrams below for examples.

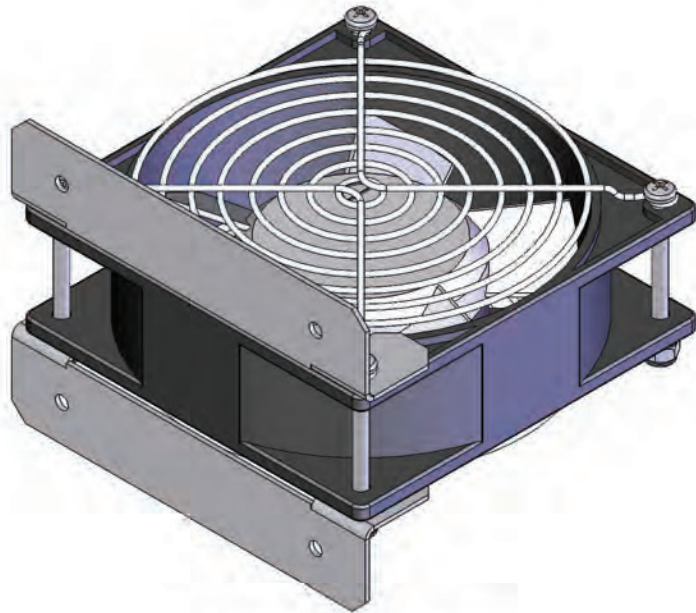


ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	FR3054	BOTTOM	1
2	FR3055	MAIN CABINET FRONT	1
3	FR3051	SIDE PANEL R	1
4	FR3053CX	LOWER BACK - CABINET ASSEMBLY	1
5	FR3052	UPPER BACK	1
6	FR3056	TOP	1
7	FR3060X	PODIUM BASE	1
8	FR3058	REAR ACCESS DOOR	1
9	3 DOORCOIN	3 DOOR COIN ASSBLY	1
10	FR3050	SIDE PANEL L	1
11	FR3065	UPPER FRONT	1
12	FP1004	LEG'S MOUNTING PLATE	4
13	HR1019	LEVELING LEG SHORT	4
14	655	#8 x 3/4 SQ. DRIVE (BLACK)	53
15	FR3001X	CONTROL PANEL ASSEMBLY	1
16	WA1051	LATCH V4-0006-02	4
17	FP2007	SPEAKER (4" ROUND) 60-9240	2
18	6045	CARRIAGE BOLT 10-24x0.75x0.75-N	8
19	6020	#10 FLAT WASHER USS (#12 SAE)	8
20	6040	10-24 KEP NUT	8
21	FR3027X	MARQUEE ASSEMBLY	1
22	DN1042	CONTROL PANEL LATCH PLATE	4
23	PC60624	#8 x 2 PARTICAL BOARD SCREW(4000)	39
24	6166	#6 DRYWALL SCREW 1-1/2"	4
25	SX2007X	ASY (POWER MODULE)	1
26	SX1026	Speaker Grill	2
27	6061	8-32 CAB INSERT (J-50111)	6
28	FR3070	MOTOR BOX FRONT	2
29	PC60631	025-20 CABINET INSERT (J50115)	8
30	FR3093	PLAYFIELD MOUNTING CLEAT	2
31	FR3094	PLAYFIELD SHELF CLEAT	2
32	6211	1/4-20 x 1-1/4" LG. BSHCS	6
33	FR3068_1X	PLAYFIELD ASSEMBLY	1
34	FR3002	FRONT GLASS	1
35	PZ1050		6
36	FR3032	MARQUEE HARDWARE COVER L	1
37	6272	BHCS #8-32 x 1.25" LG. (BLACK OXIDE)	6
38	6053	1/4 SPLIT LOCKWASHER	6
39	90015A414		6
40	FR1014X	LIGHT BRACKET ASSEMBLY	1
41	FR3020	SIDE MIRROR	1
42	FR3095	DOOR CLEAT	2
43	FR3096	BOTTOM DOOR CLEAT	2
44	FR3033	MARQUEE HARDWARE COVER R	1
45	FR3026	PLAYFIELD CROWN	1
46	FR3043	FRONT RING R	1
47	FR3073X	BLOWER MOUNT ASSEMBLY	1

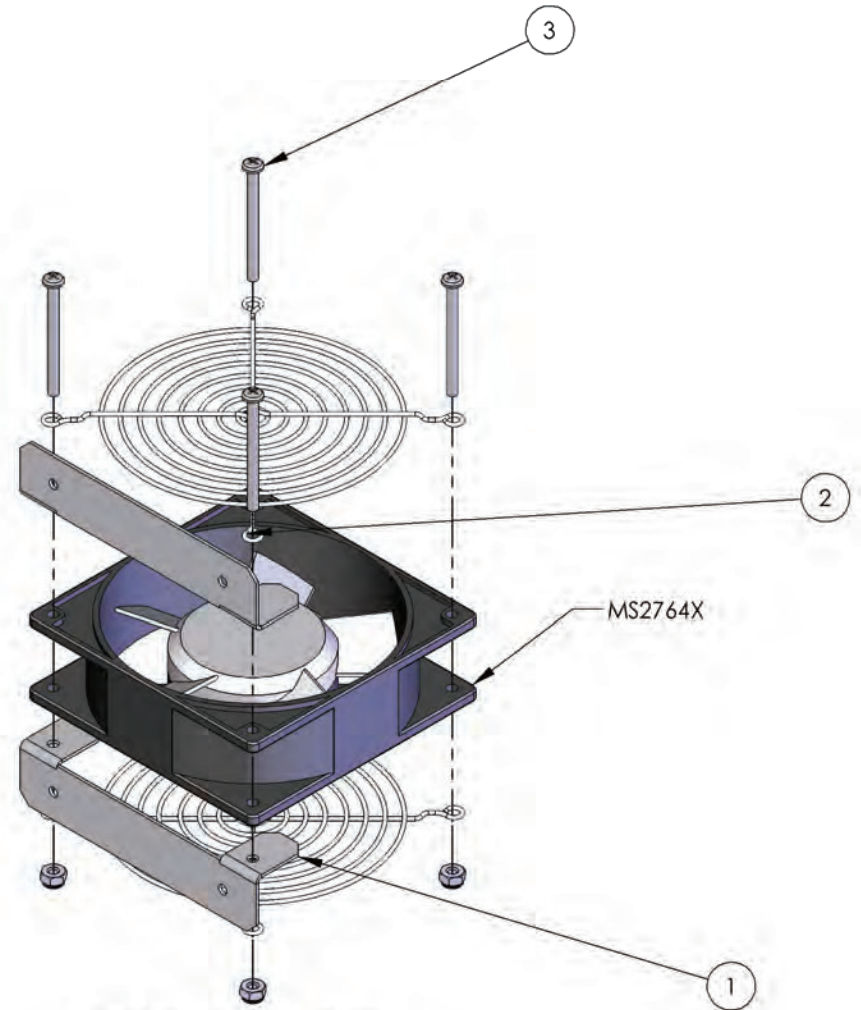


ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	FR1012	FAN SUPPORT	2
2	E02027G	FAN FINGER GUARD	2
3	6078	8-32 X 2 PHMS	4
4	6072	8-32 NYLOCK NUT	4

15

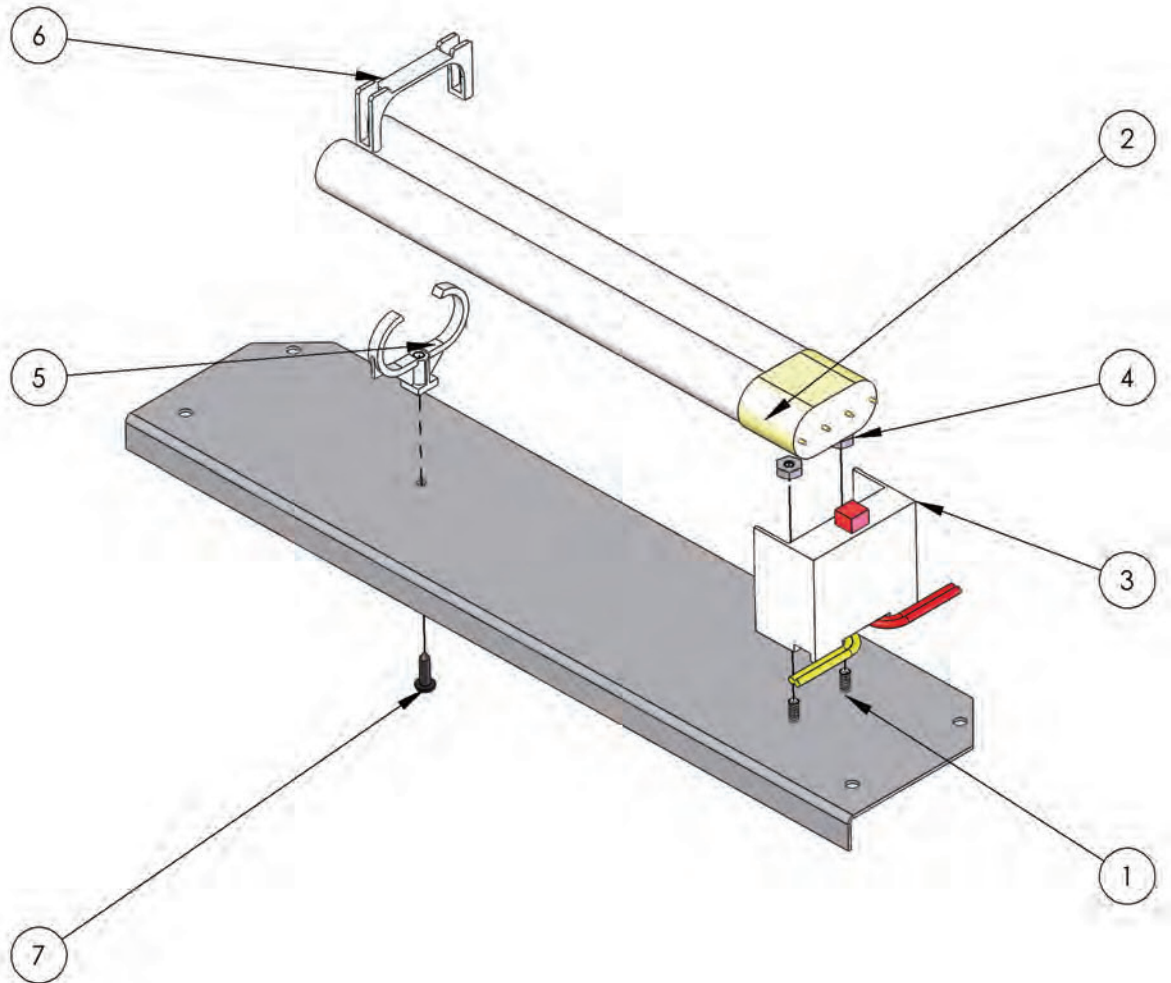


ASSEMBLED VIEW

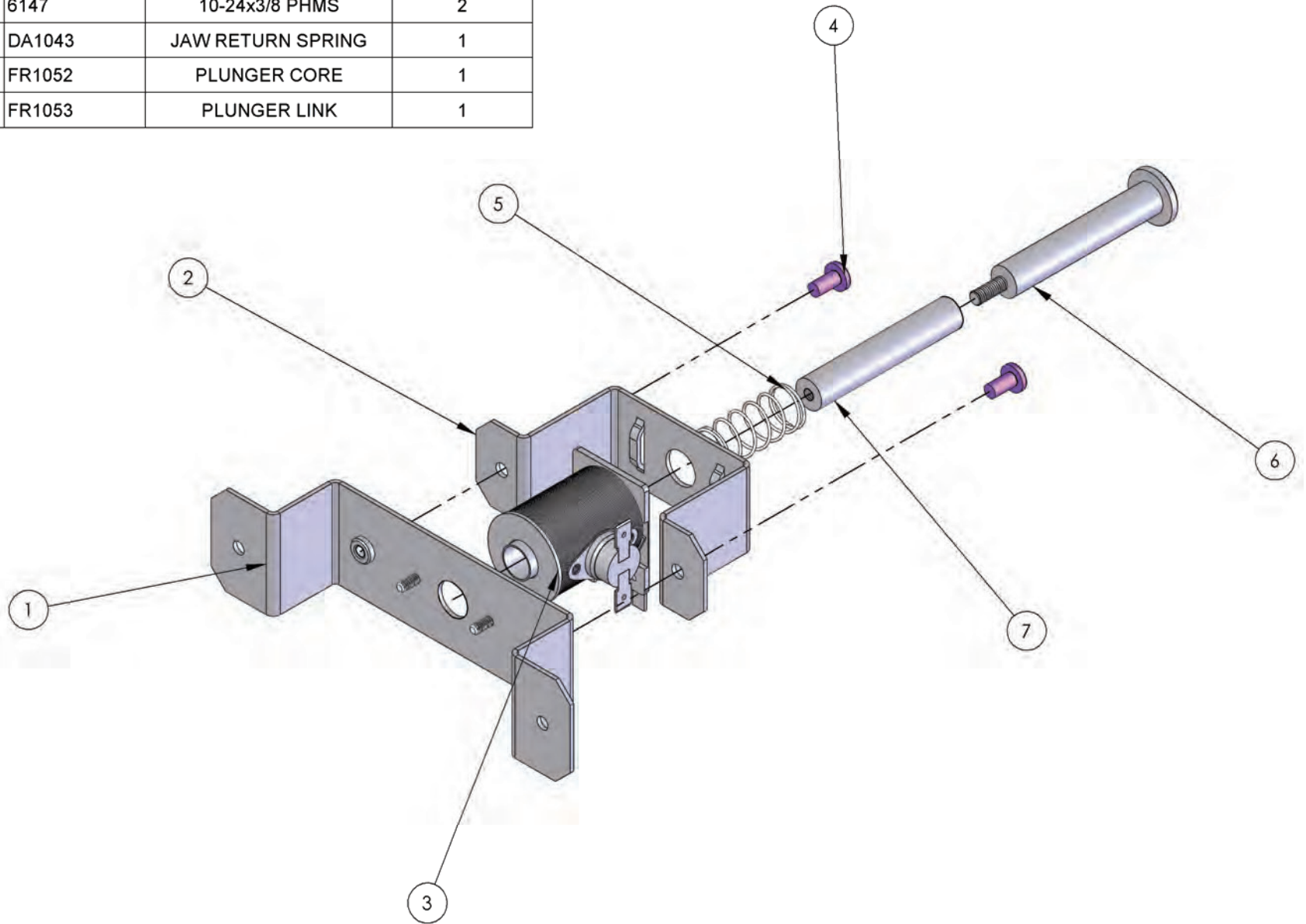


EXPLODED VIEW

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	FR1014	LIGHT BRACKET	1
2	8453 BULB	BULB PL-L 18W/830/4P FLOUR.	1
3	PP250X	LIGHT SOCKET ASSEMBLY	1
4	6097	#6-32 HEX NUT	2
5	BW2018	BULB PLASTIC SUPPORT (1320-13)	1
6	BW2017	BULB PLASTIC CLIP (1320-10)	1
7	6071	#6 x 1/2" LG SELF-TAP (BLACK)	1

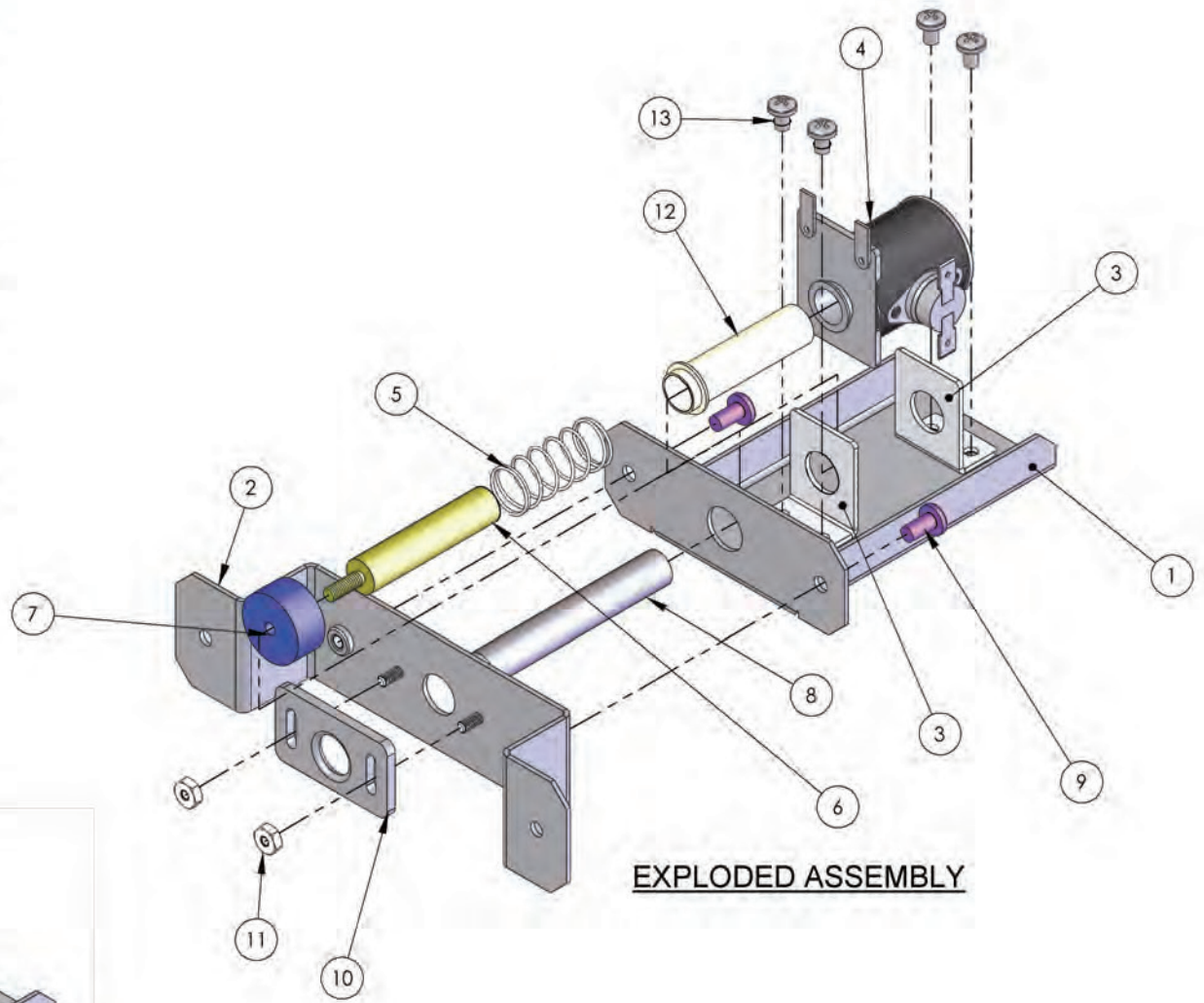


ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	FR1018	COIL OFFSET BRACKET	1
2	FR1019	COIL RETAINING BRACKET	1
3	WK2009X	ASY (SOLENOID)	1
4	6147	10-24x3/8 PHMS	2
5	DA1043	JAW RETURN SPRING	1
6	FR1052	PLUNGER CORE	1
7	FR1053	PLUNGER LINK	1

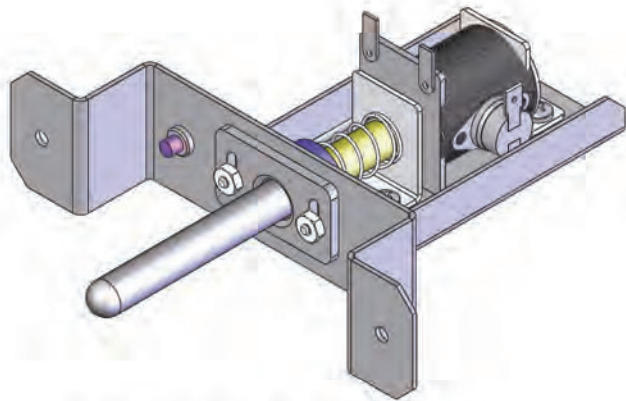




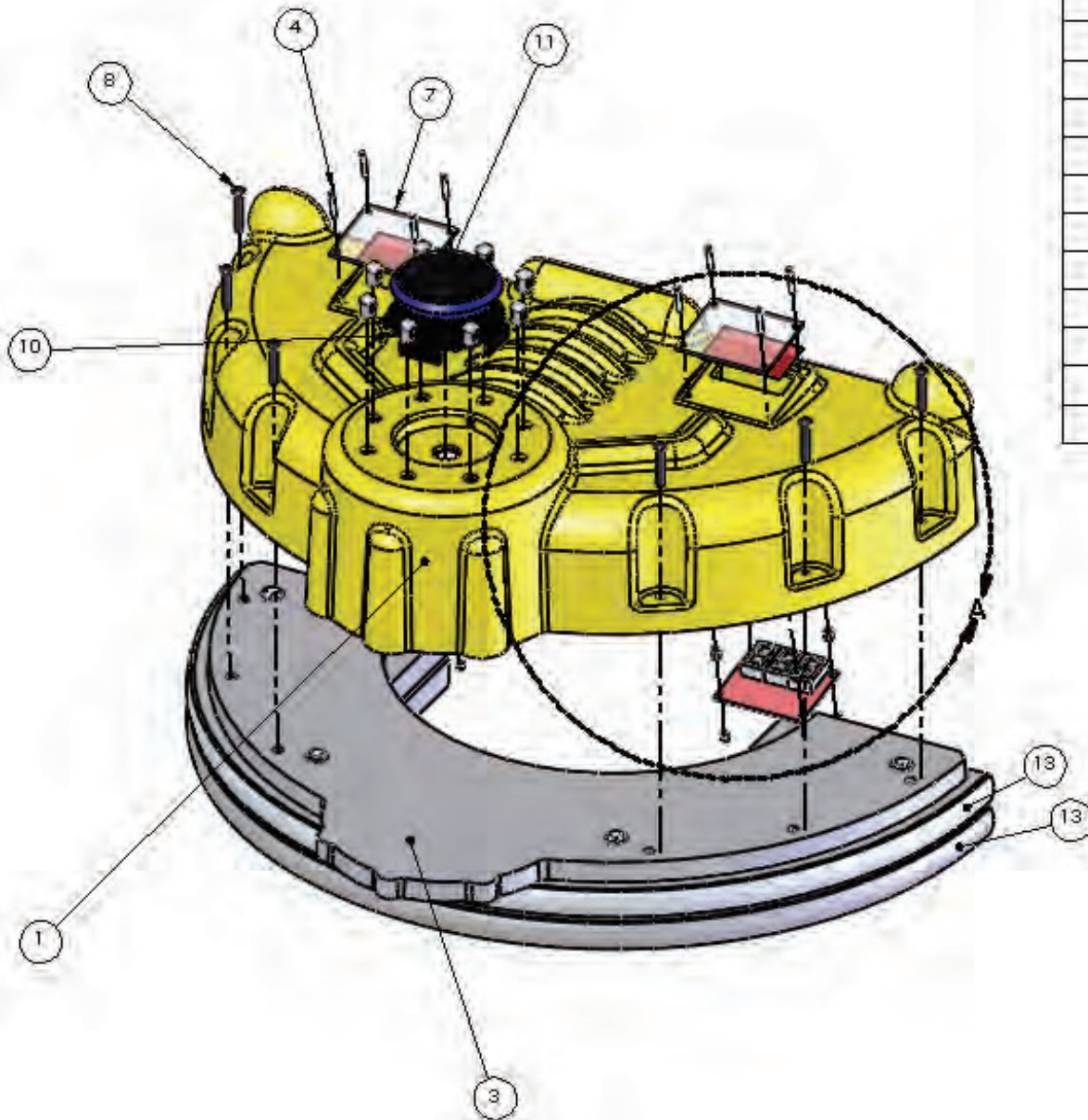
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	FR1032	LOWER COIL BRACKET	1
2	FR1018	COIL OFFSET BRACKET	1
3	DA1032	COIL RETAINER BRKT	2
4	FR2009X	ASY (SOLENOID)	1
5	DA1043	JAW RETURN SPRING	1
6	DA1052	JAW COIL PLUNGER	1
7	DA3005	PLUNGER SPRING RETAINER	1
8	DA3015	JAW PLUNGER LINK	1
9	6147	10-24x3/8 PHMS	2
10	DA3003	JAW PLUNGER GUIDE	1
11	6002A	6-32 NYLOCK NUT	2
12	DA2020S	COIL SLEEVE	1
13	6005	#8-32 x 1/4" LG PHMS	4



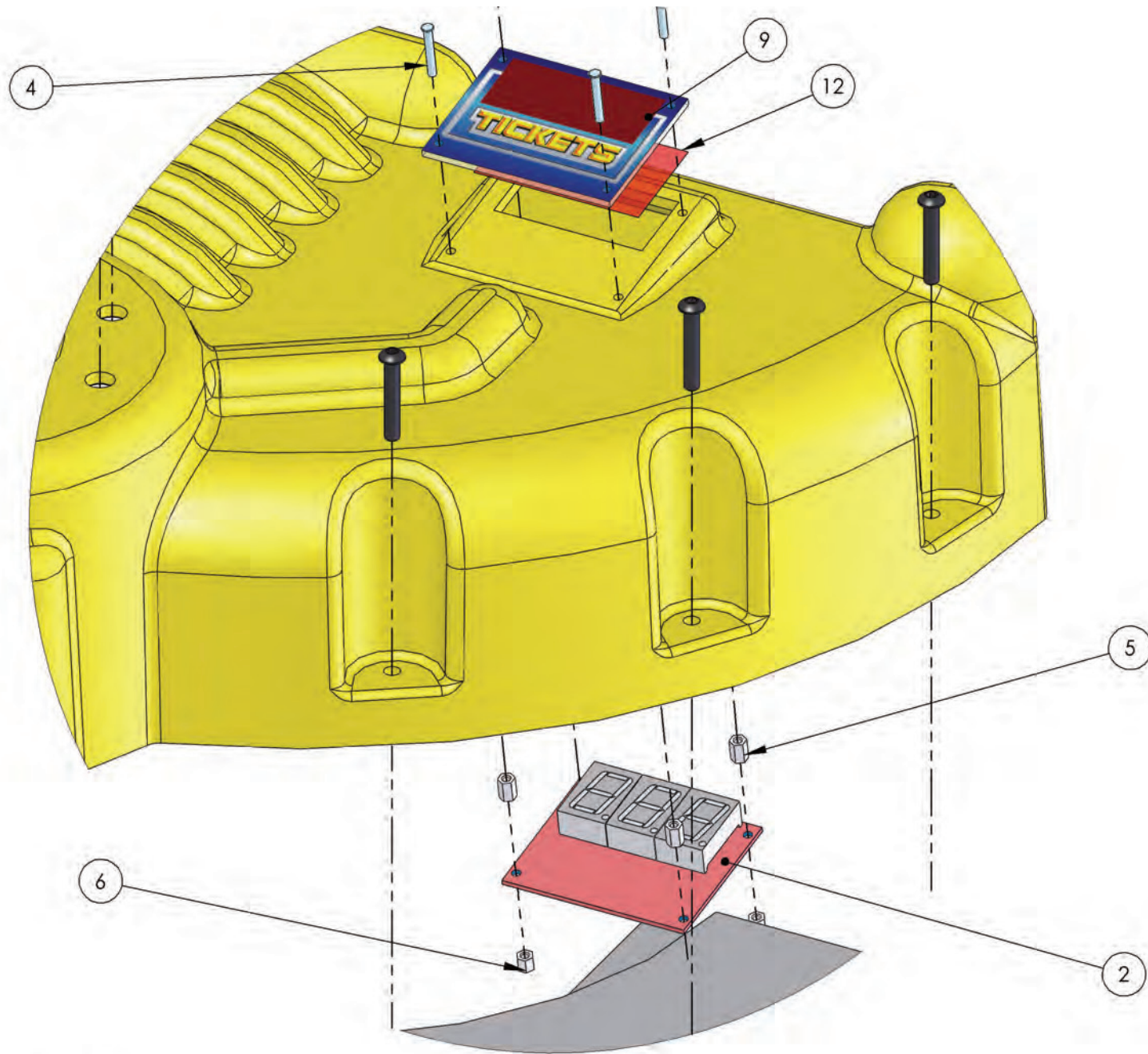
**EXPLODED ASSEMBLY**



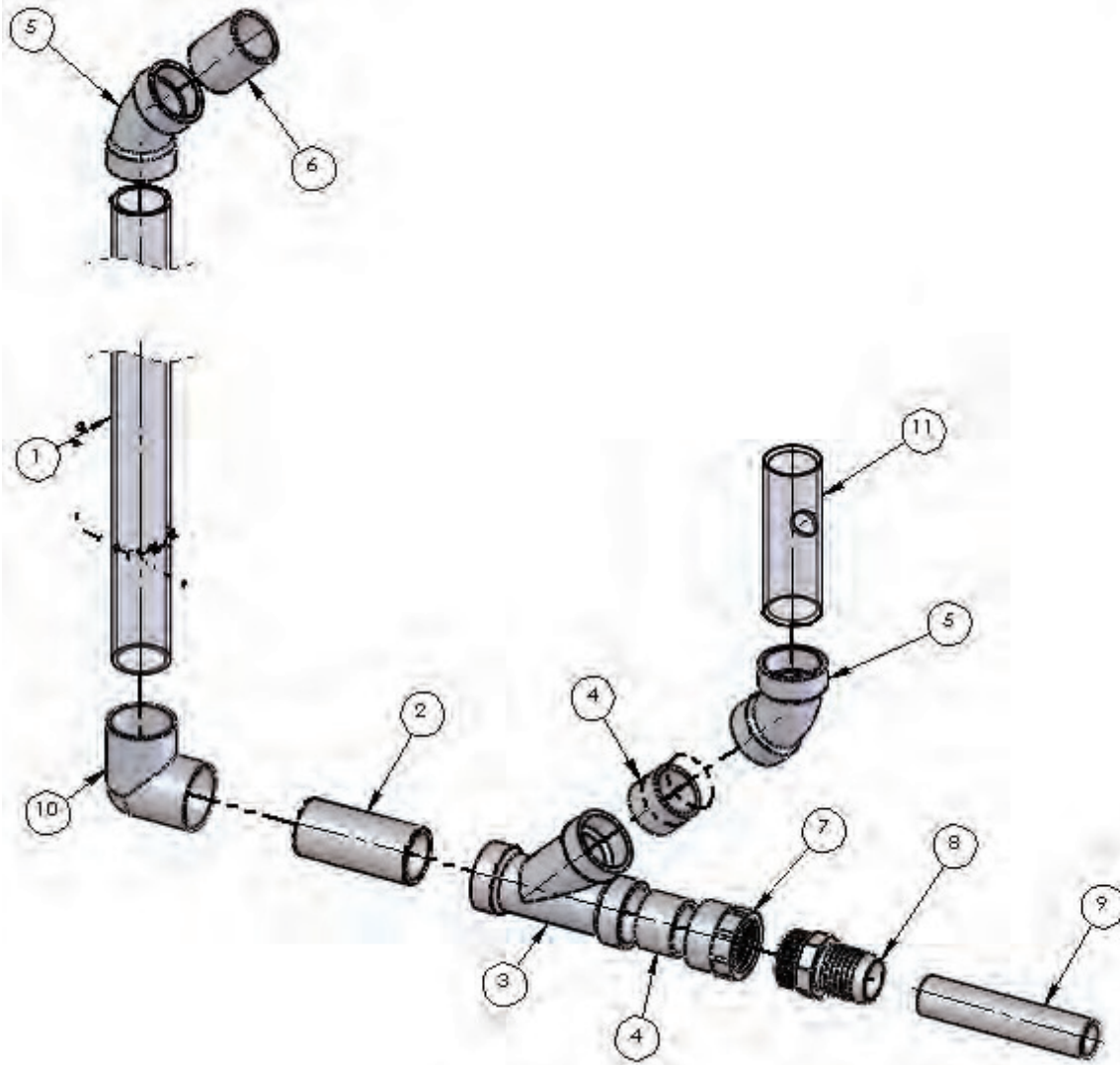
**COMPLETED ASSEMBLY**



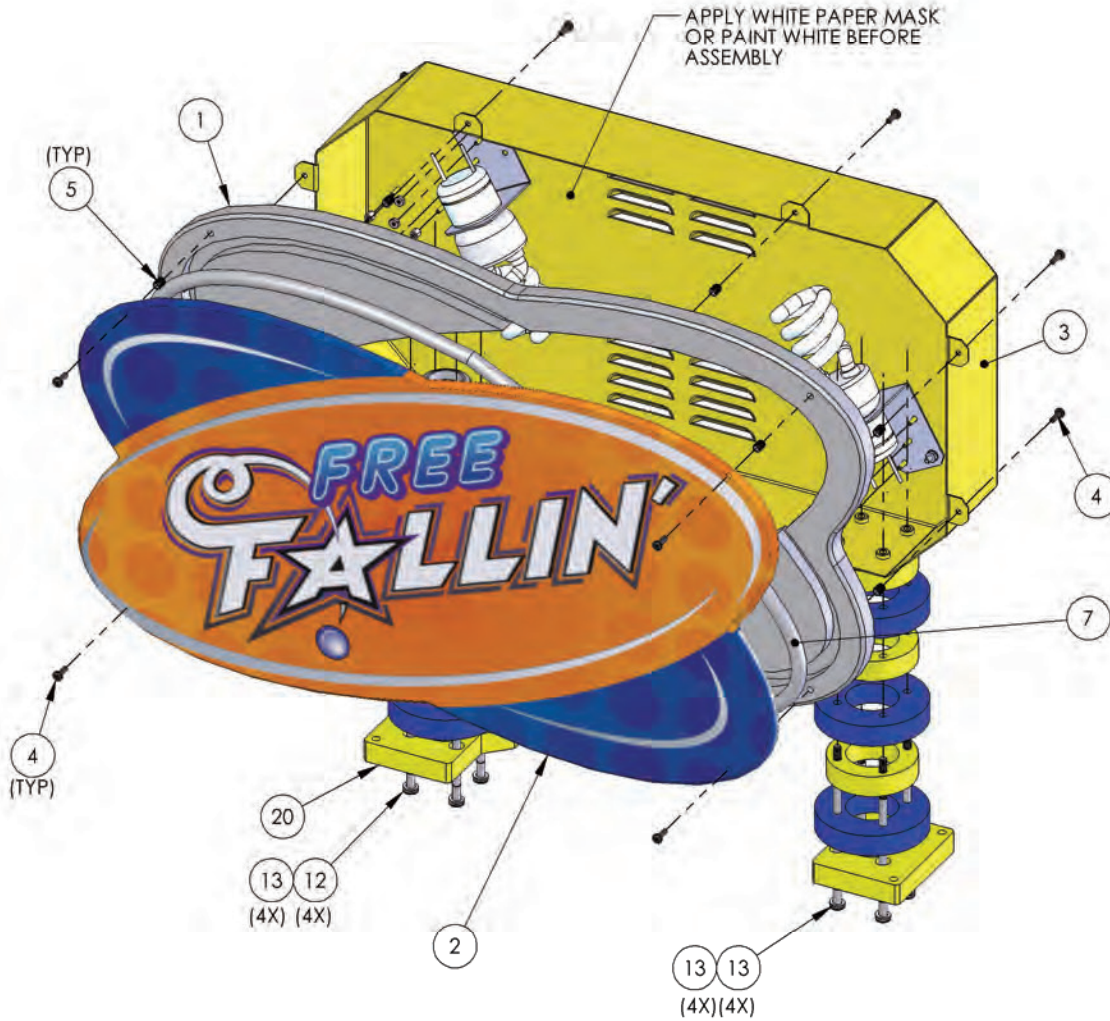
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	FR3001	CONTROL PANEL	1
2	CB2232X	PCBA (DISPLAY)	2
3	FR3086X	CONTROL PANEL SHELF ASSEMBLY	1
4	6419	6-32 x 1 PEM STUD (FH-632-16ZI)	8
5	PC60642	6-32 x 3/8 HH SPACER 14HTSP007	8
6	PC60643	6-32 x 1/4 HH SPACER	8
7	FR7004	DECAL - "CREDITS"	1
8	6213	1/4-20 x 1-1/2" LG. BSHCS (BLACK, SEC.)	6
9	FR7005	DECAL - "TICKETS"	1
10	E00440FRX	ASY (RED JEWEL LIGHTS)	8
11	MZ2005	LARGE ROUND BUTTON WITH LIGHT ASY	1
12	FR3004	PCB MASK	2
13	220	T MOLDING (1.0" CHROME) x 47.50" LG	2



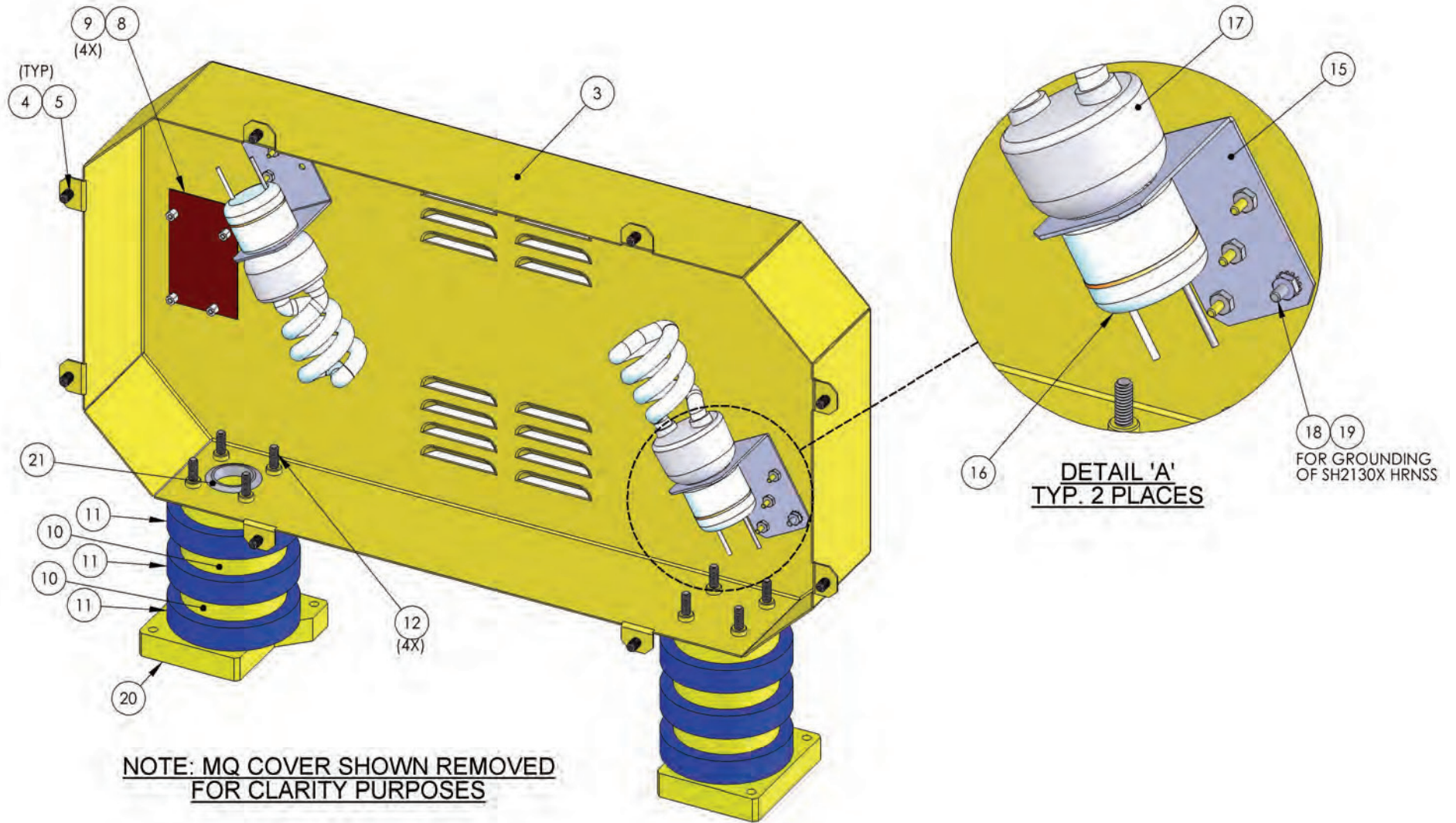
DETAIL A  
SCALE 1:3

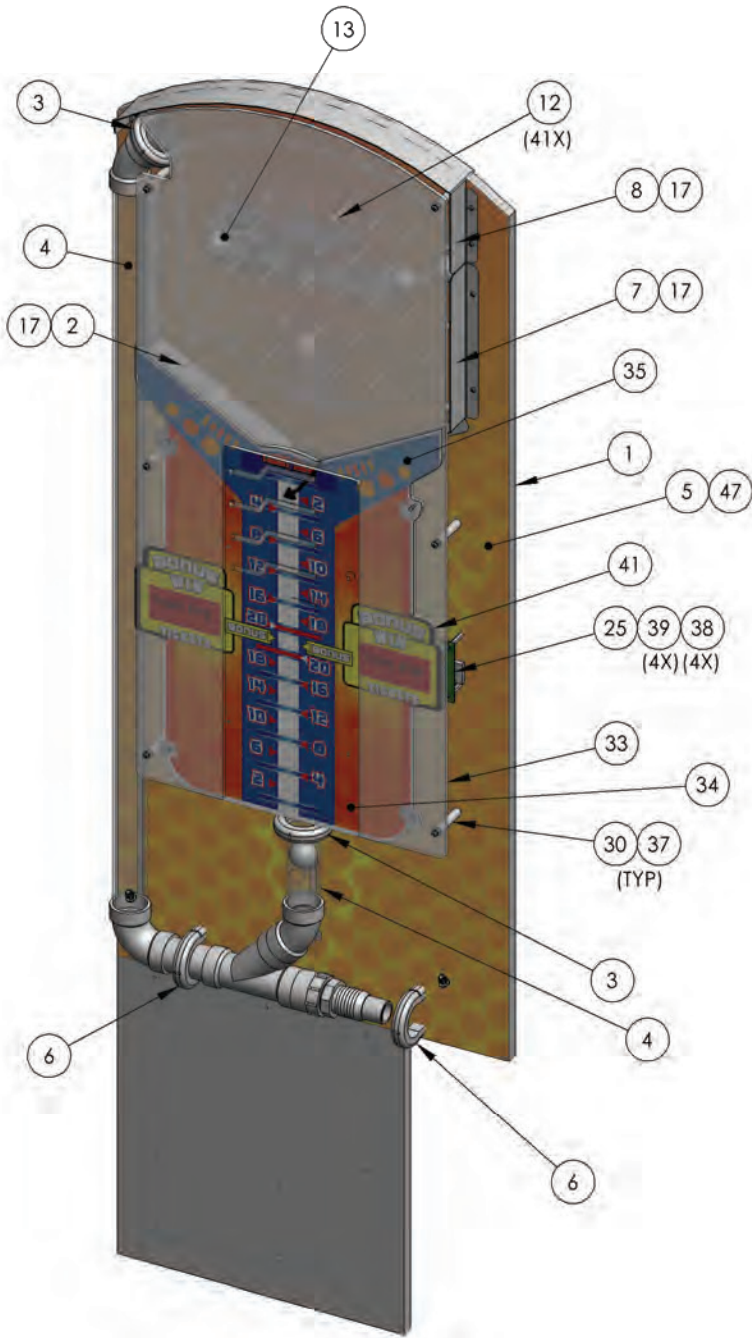


ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	FR3013	1-1/2" CLEAR PVC PIPE x 46.625" LG.	1
2	FR3011	1-1/2" CLEAR PVC PIPE x 3.98" LG.	1
3	FR3018	1-1/2" x 45 DEG WYE CONNECTOR	1
4	FR3010	1-1/2" SCH 40 PVC PIPE x 1.30" LG	2
5	FR3016	1-1/2" x 45 DEGREE ELBOW	2
6	FR3012	1-1/2" CLEAR PVC PIPE X 2.19" LG.	1
7	FR3023	1-1/2" FEMALE COUPLER	1
8	FR3022	1-1/2" MALE NIPPLE	1
9	FR3028	1" SCH 40 PVC x 7.00" LG	1
10	FR3014	1-1/2" 90 DEG. ELBOW (SXS)	1
11	FR3034	RETURN PIPE	1



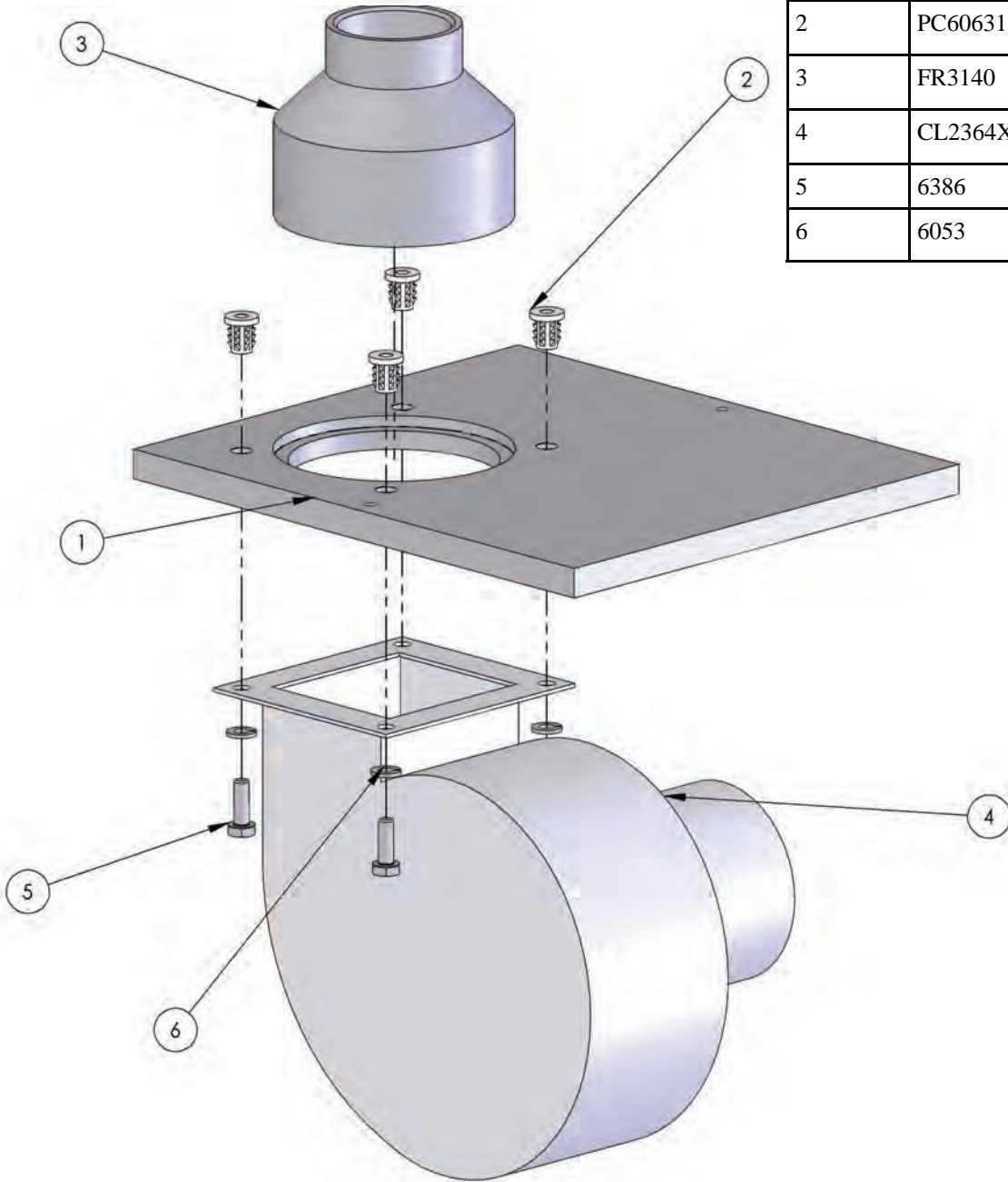
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	FR3015	MARQUEE COVER	1
2	FR7027	MARQUEE COVER GLASS	1
3	FR1027	MARQUEE	1
4	6004	8-32 x 1/2 PRHMS (BLACK)	12
5	6493	8-32 X 25/64 THREADED INSERT	12
6	6407	8-32 x 1/2" FLAT SET SCREW	2
7	2133CO	LIGHT (ROPE) ORANGE CHASING 110v	1
8	2033X	ROPELIGHT CONTROLLER BOARD	1
9	PC60643	6-32 x 1/4 HH SPACER	8
10	fr3031	BOTTOM LEG RING	6
11	FR3030	TOP LEG RING	6
12	6705	1/4-20 X 6" PHMS	8
13	6053	1/4" LOCK WASHER	8
14	6097	#6-32 HEX NUT	6
15	TG1021	LIGHT BRACKET	2
16	SH2130X	ASY (2D BULB SOCKET)	2
17	E00382	BULB CF 27W (PHILIPS #EL/MDT27W)	2
18	6278	8-32 x 1/2 PEM STUD	2
19	6004a	8-32 KEP NUT	2
20	FR3038	MARQUEE LEG SUPPORT	2
21	3078	1.25 GROMMET (CAPPLUGS #GRO-1- 1.25-UL)	1



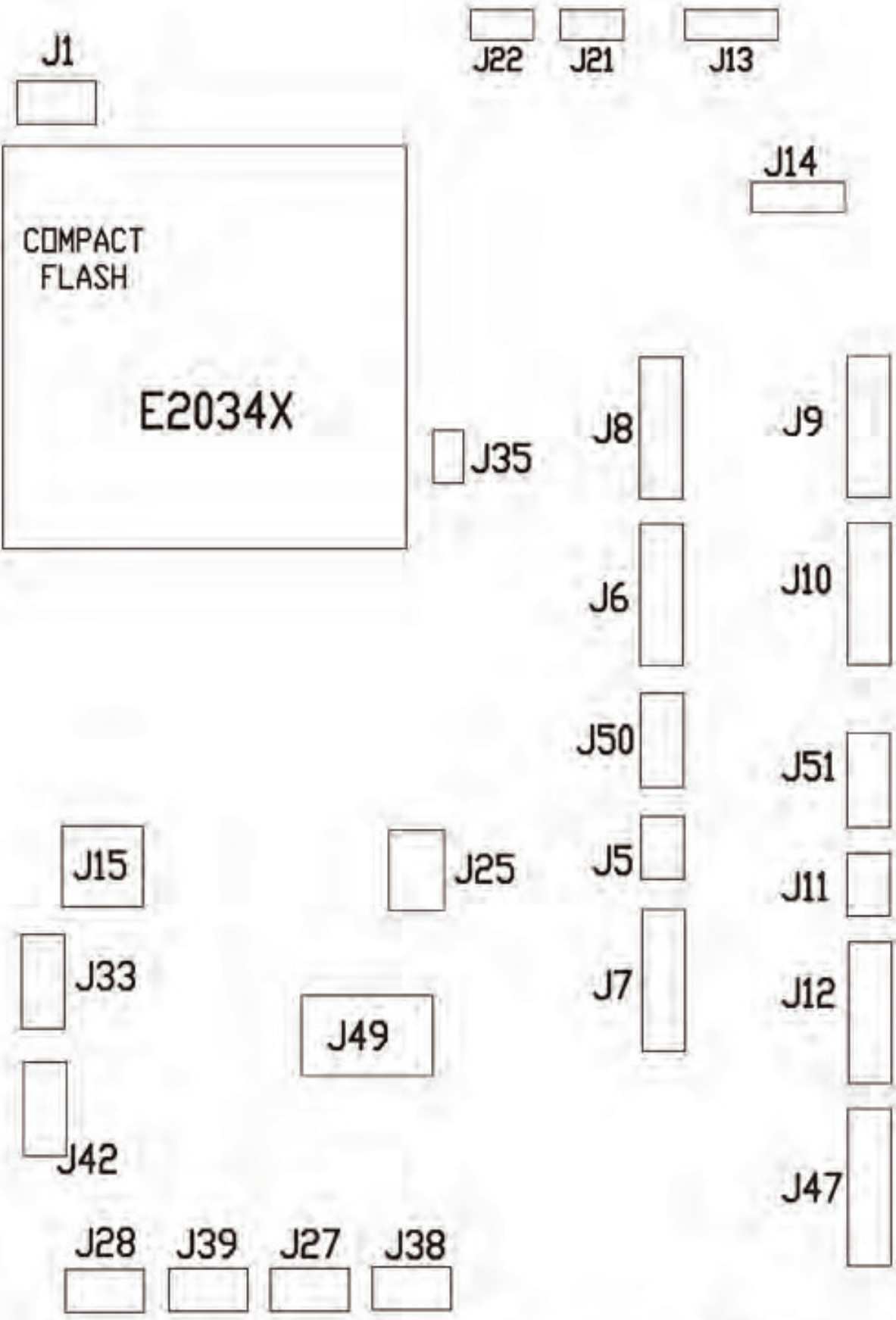


ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	FR3068	PLAYFIELD BASE	1
2	FR1010-1	BALL FUNNEL	1
3	FR3009X	ASSY - LOWER CLAMP	2
4	FR3013X	BLOWER PIPE ASSEMBLY	1
5	FR7003	DECAL-PLAYFIELD 'REAR'	1
6	FR3008X	ASSY - CLAMP	2
7	FR1011-1	BALL FUNNEL	1
8	FR1015 1	TOP DEFLECTOR	1
9	FR1018X	COIL/BRACKET ASSEMBLY	2
10	FR3019	BALL PRESS	1
11	6694	10-24 CABINET INSERT	51
12	FR1055	PLAYFIELD PIN	41
13	FR3024	BALL	6
14	6061	8-32 CAB INSERT (J-50111)	15
15	6493	8-32 X 25/64 THREADED INSERT	6
16	6004	8-32 x 1/2 PRHMS (BLACK)	6
17	6432	SBHCS #8-32 x 1" LG	15
18	FR1032X	LOWER COIL BRACKET ASSEMBLY	1
19	FR1012X	FR FAN ASSEMBLY	1
20	6281	1/4-20 x 1 1/2 BSHCS (BLACK)	1
21	655	#8 x 3/4 SQ. DRIVE (BLACK)	10
22	PC60631	025-20 CABINET INSERT (J50115)	8
23	PC60643	6-32 x 1/4 HH SPACER 14HTSP007	2
24	CR-PHMS 0.138-32x0.375x0.375-N	6-32 X .375 LONG (BLACK)	2
25	WS2032	HAMMERHEAD DISPLAY BOARD	2
26	6109	6-32 x 1-1/4" LG. PPHMS	8
27	6280	10-32 x .375 FHMS	4
28	PE2034	PCBA (MAIN I/O)	1
29	DA2001X	PCBA (POWER SUPPLY)	1
30	FR1056	PLAYFIELD STANDOFF	10
31	6701	10-32 X 5/8" LG. FHPMS	2
32	FR3029	FAN TUNNEL	1
33	FR3007-1	INTERIOR PLAYFIELD OVERLAY	1
34	FR3007-2	BALL FUNNEL OVERLAY	1
35	FR7007	DECAL-"PLAYFIELD FRONT"	1
36	6020	#10 FLAT WASHER USS (#12 SAE)	10
37	6246	10-32x3/4 PPHMS	10
38	6704	6-32 x 1-1/2" METAL SPACER	8
39	6002	6-32 x 1/2" LG. PPHMS	8
40	Default	10-32x1-1/4 PPHMS	10
41	FR3035	BONUS GRAPHIC	1
42	FR3007	PLAYFIELD OVERLAY	1
43	FR3092	PLAYFIELD SHELF	1
44	PC60626	6-32 x 5/8 PEM STUD FH-632-10	1
45	6158	#6 FLAT WASHER	1
46	6002A	6-32 NYLOCK NUT	1
47	FR3003	PLAYFIELD COVER	1

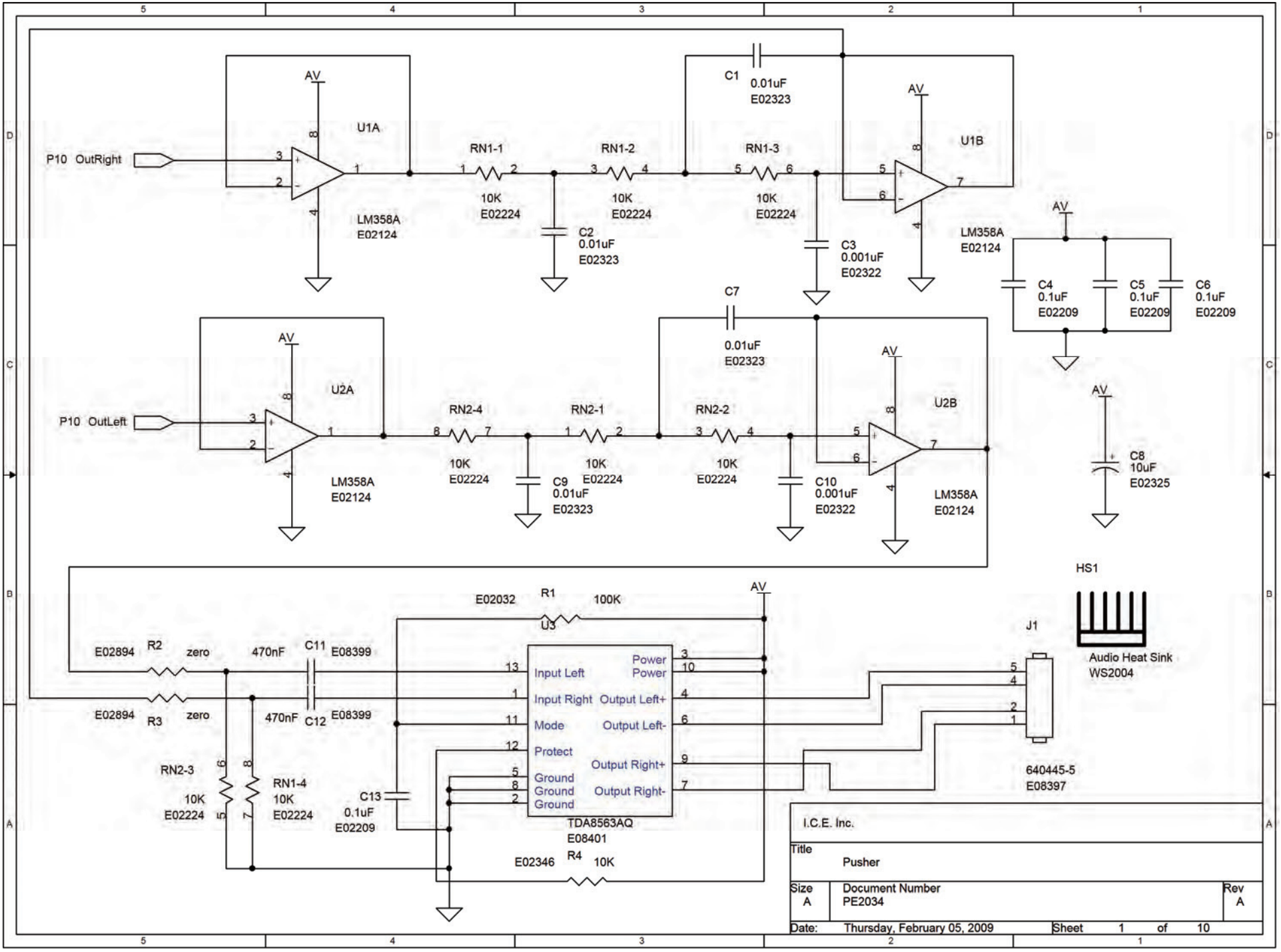
Item #	Part Number	Description	Qty.
1	FR3073	Motor box top	1
2	PC60631	025-20 cabinet insert (j50115)	4
3	FR3140	3x1-1/2" reducer coupling	1
4	CL2364X	Blower	1
5	6386	1/4-20 x 3/4" LG. (Zinc)	4
6	6053	1/4 Split lock washer	4



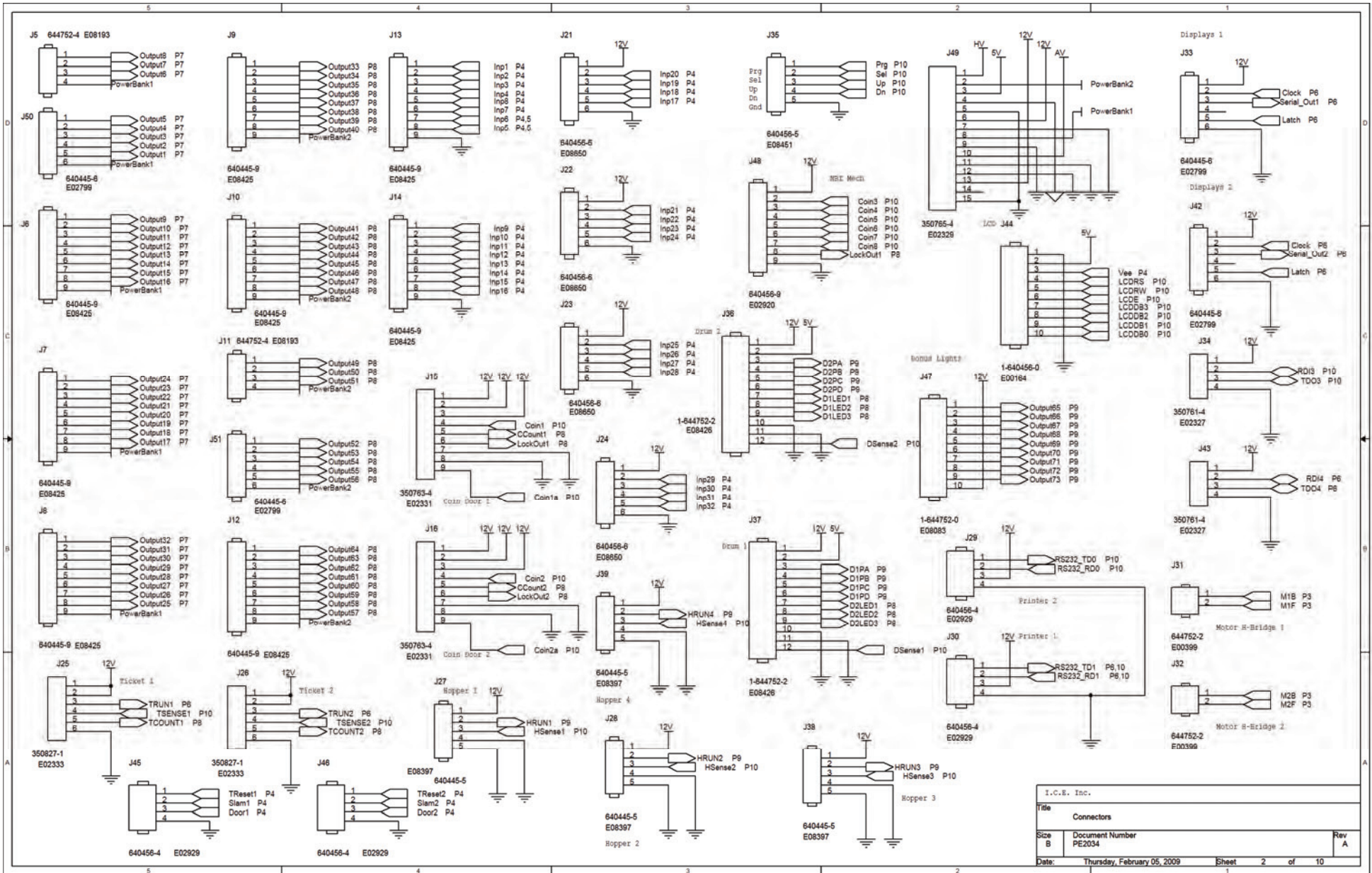




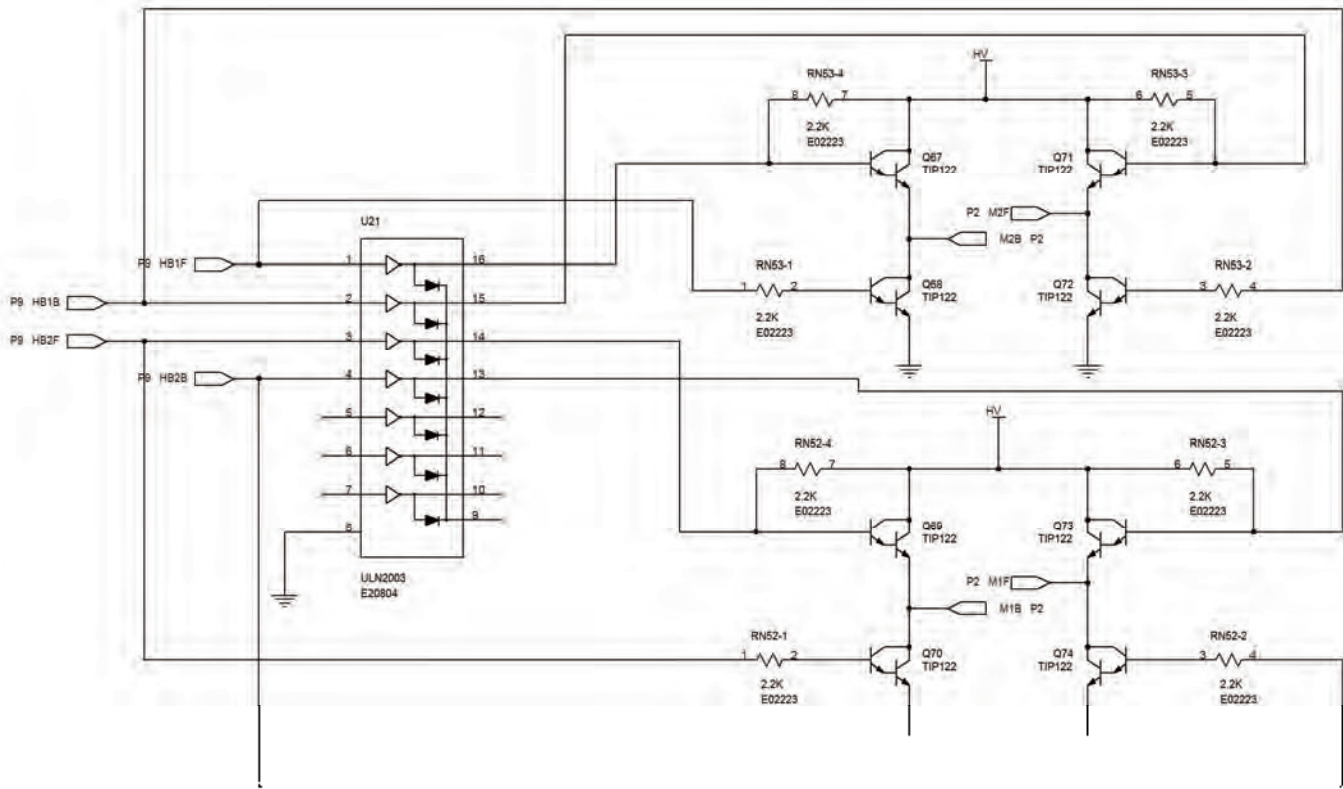
PE2034FRX Copyright I.C.E. 2008



I.C.E. Inc.		
Title Pusher		
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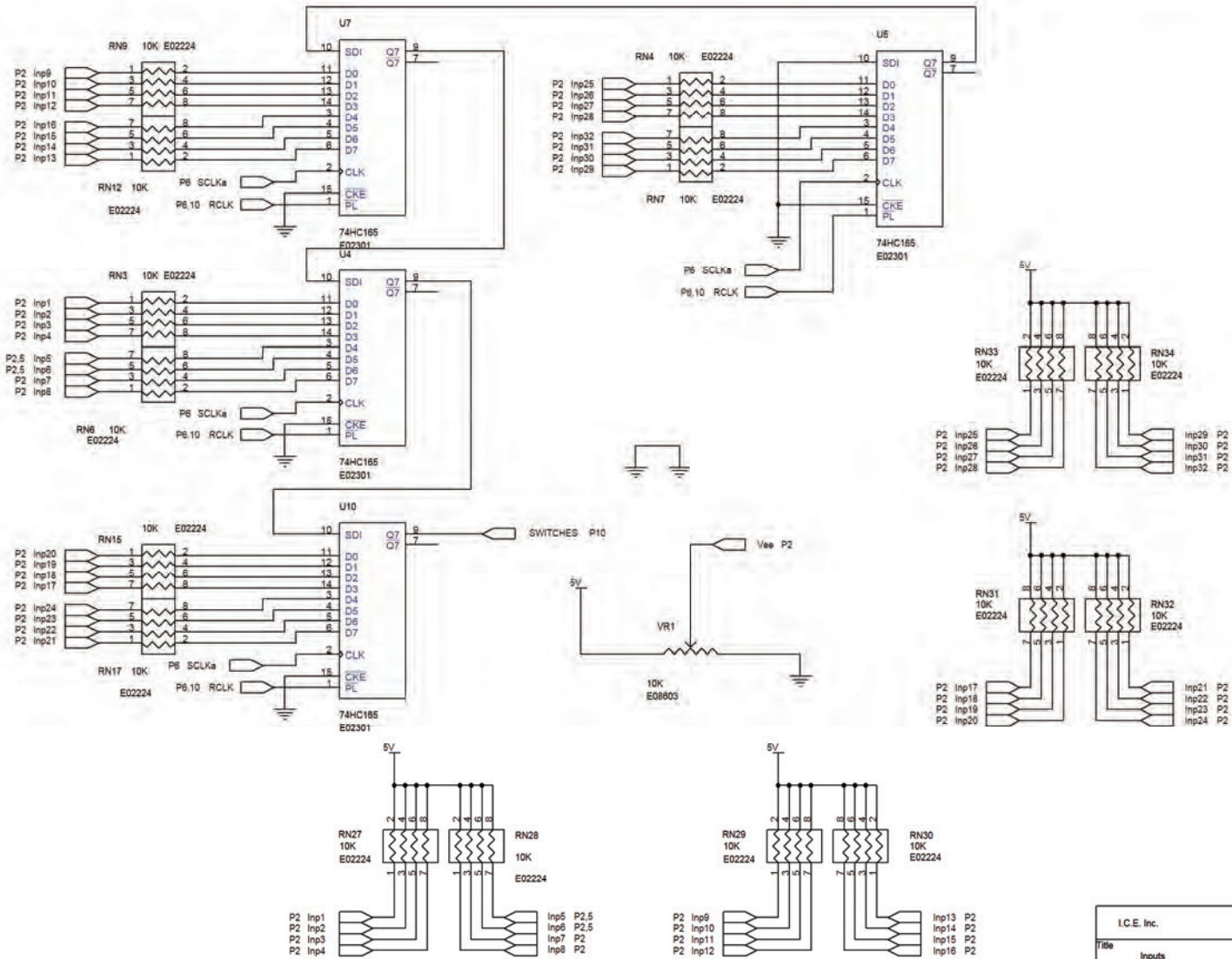
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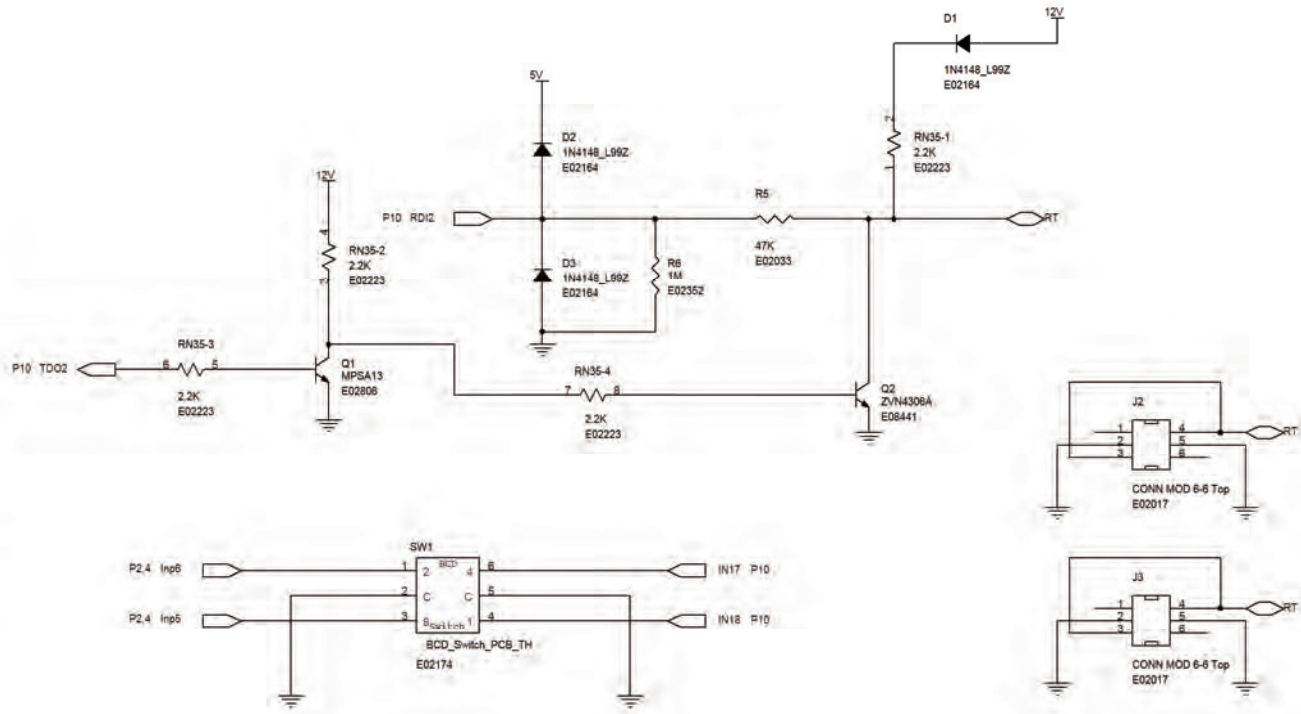
H-Bridge 1

H-Bridge 2

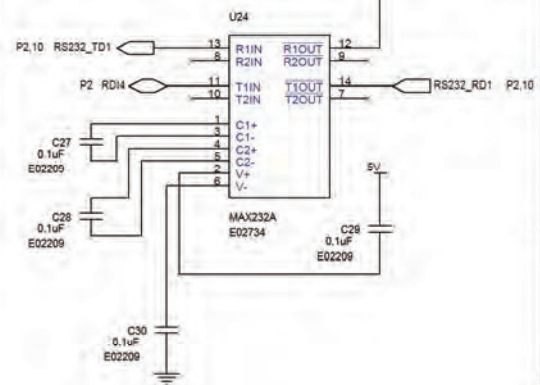
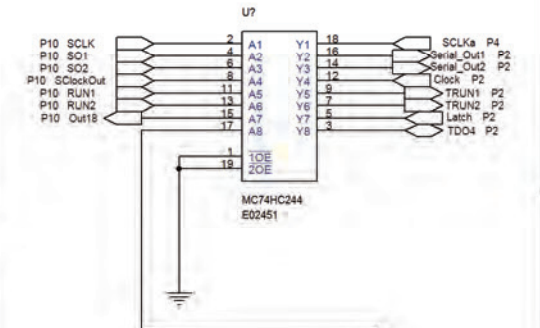
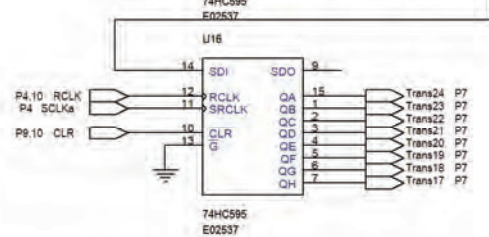
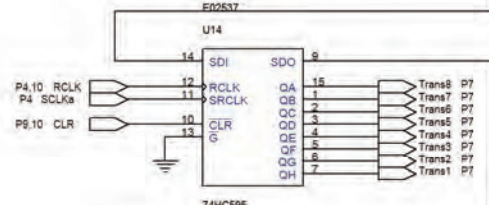
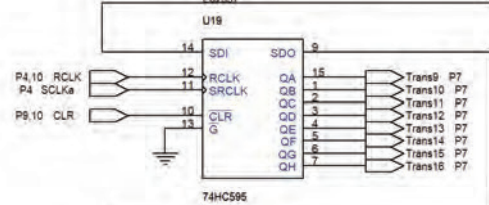
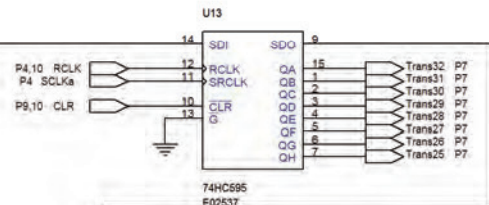
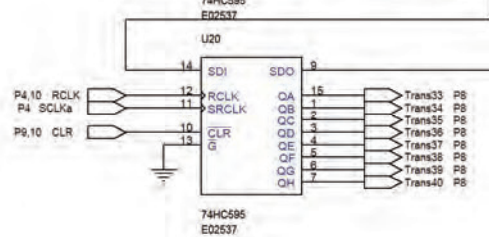
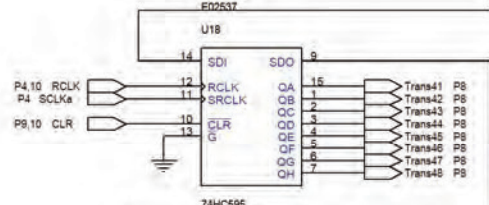
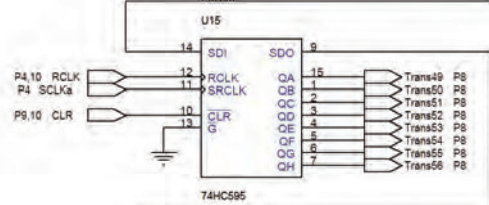
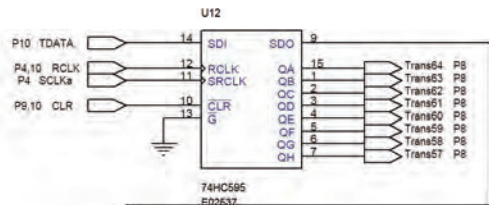
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Title	H-Bridges	
Size	Document Number	Rev
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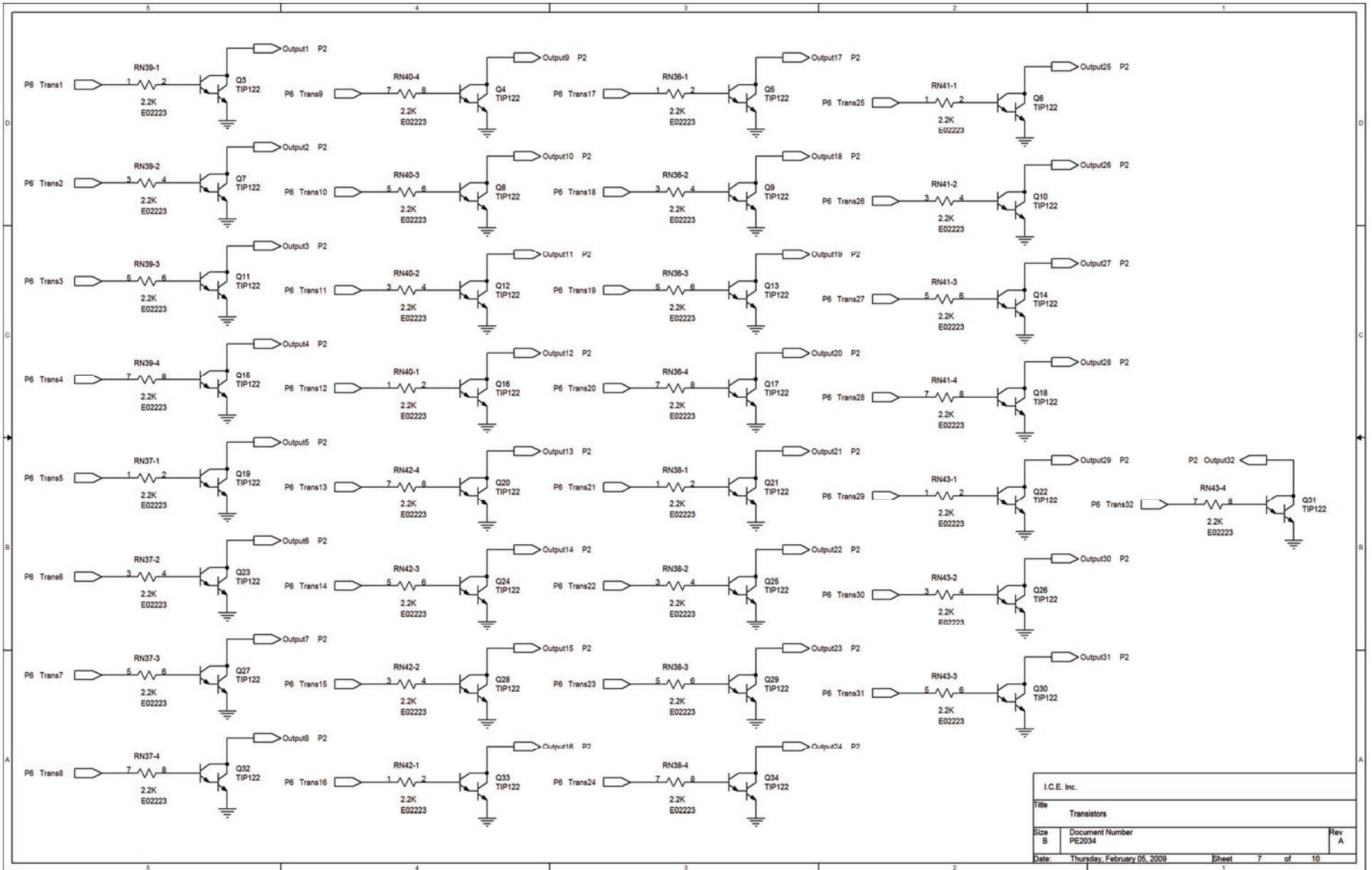
I.C.E. Inc.		
Title Inputs		
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I.C.E. Inc.		
Title Linking		
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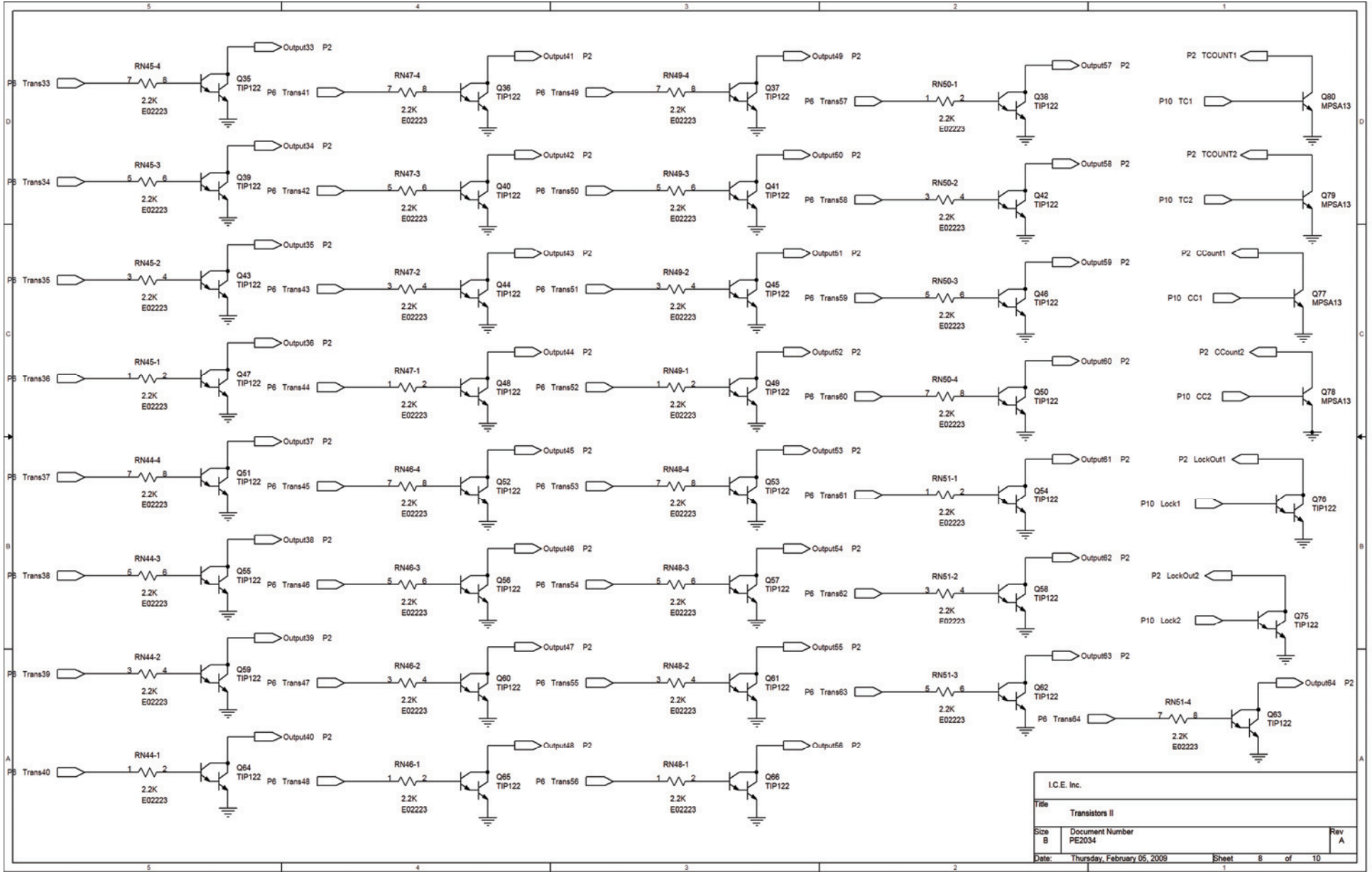


I.C.E. Inc.		
Title Transistor Drivers		
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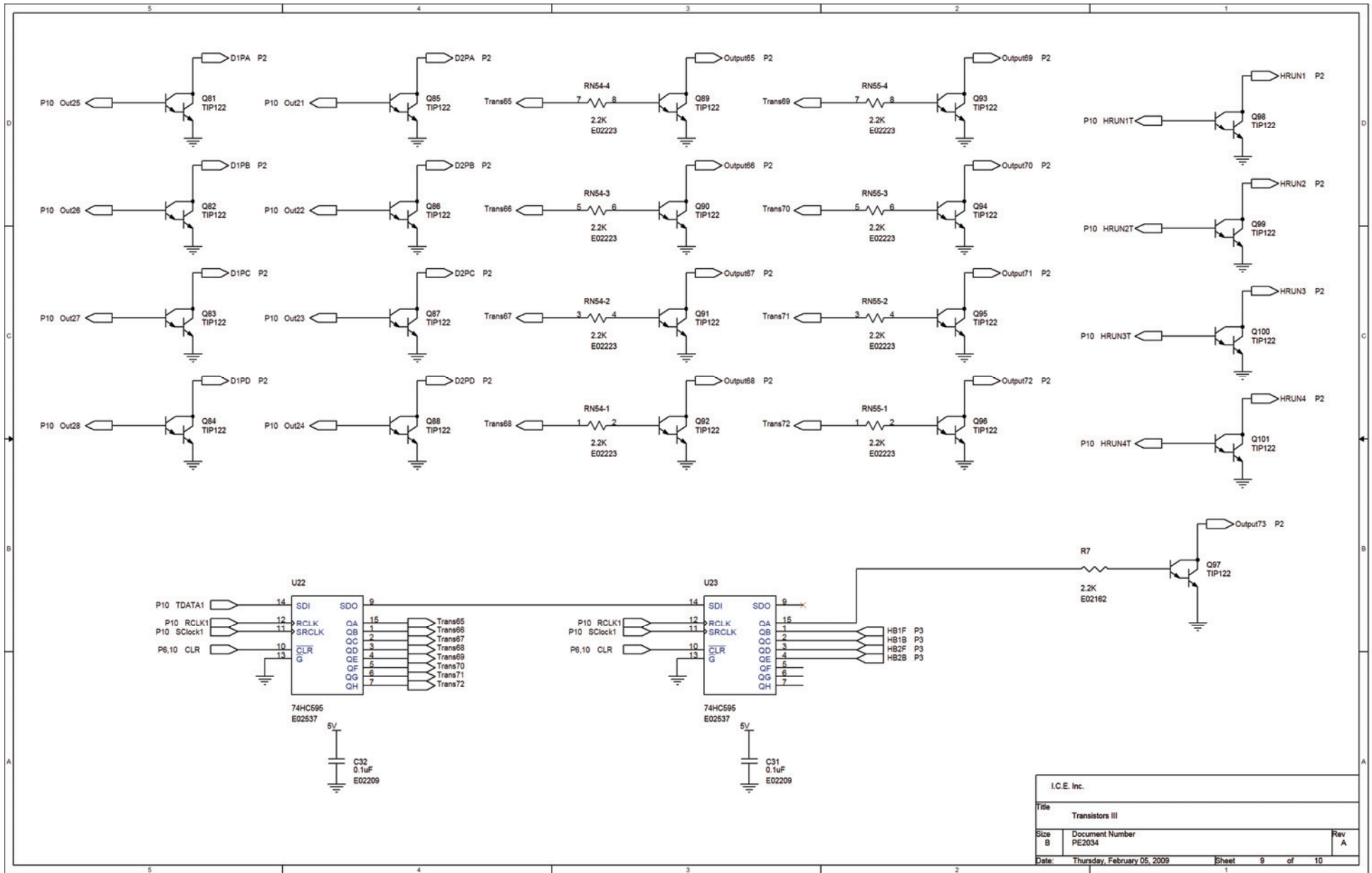


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Title Transistors		
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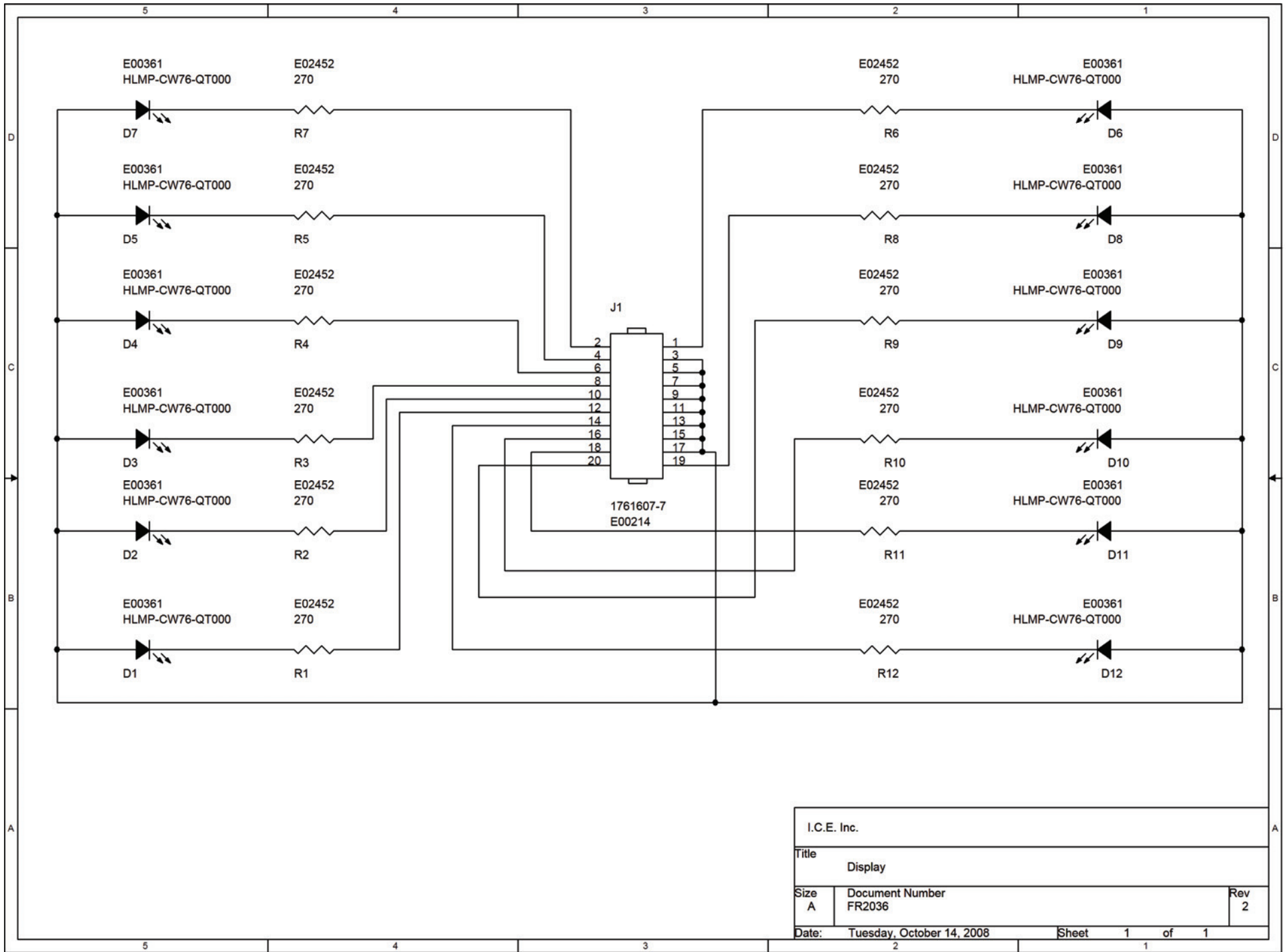




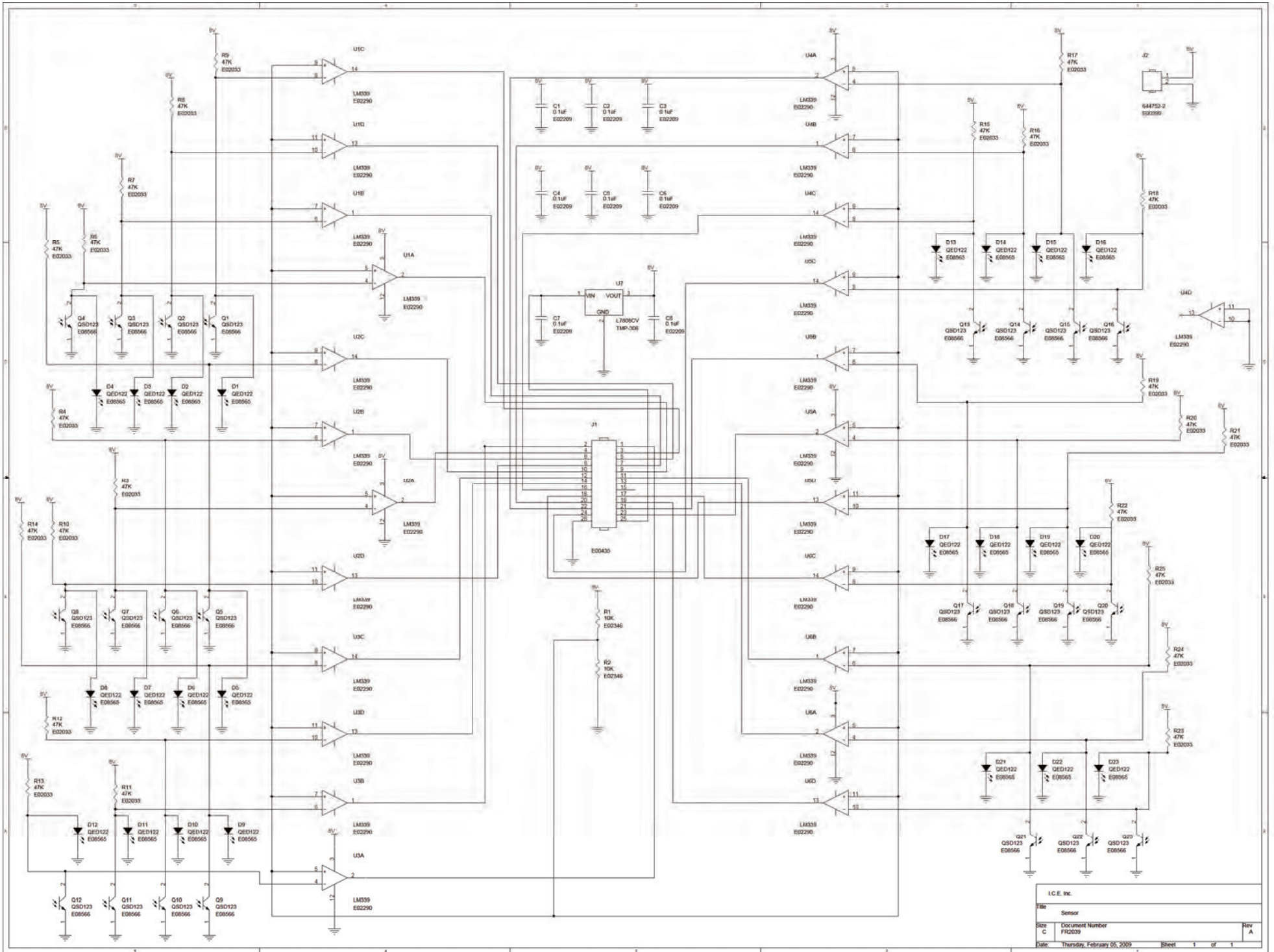
35



36



I.C.E. Inc.		
Title Display		
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# PARTS LISTINGS

## Misc. Parts

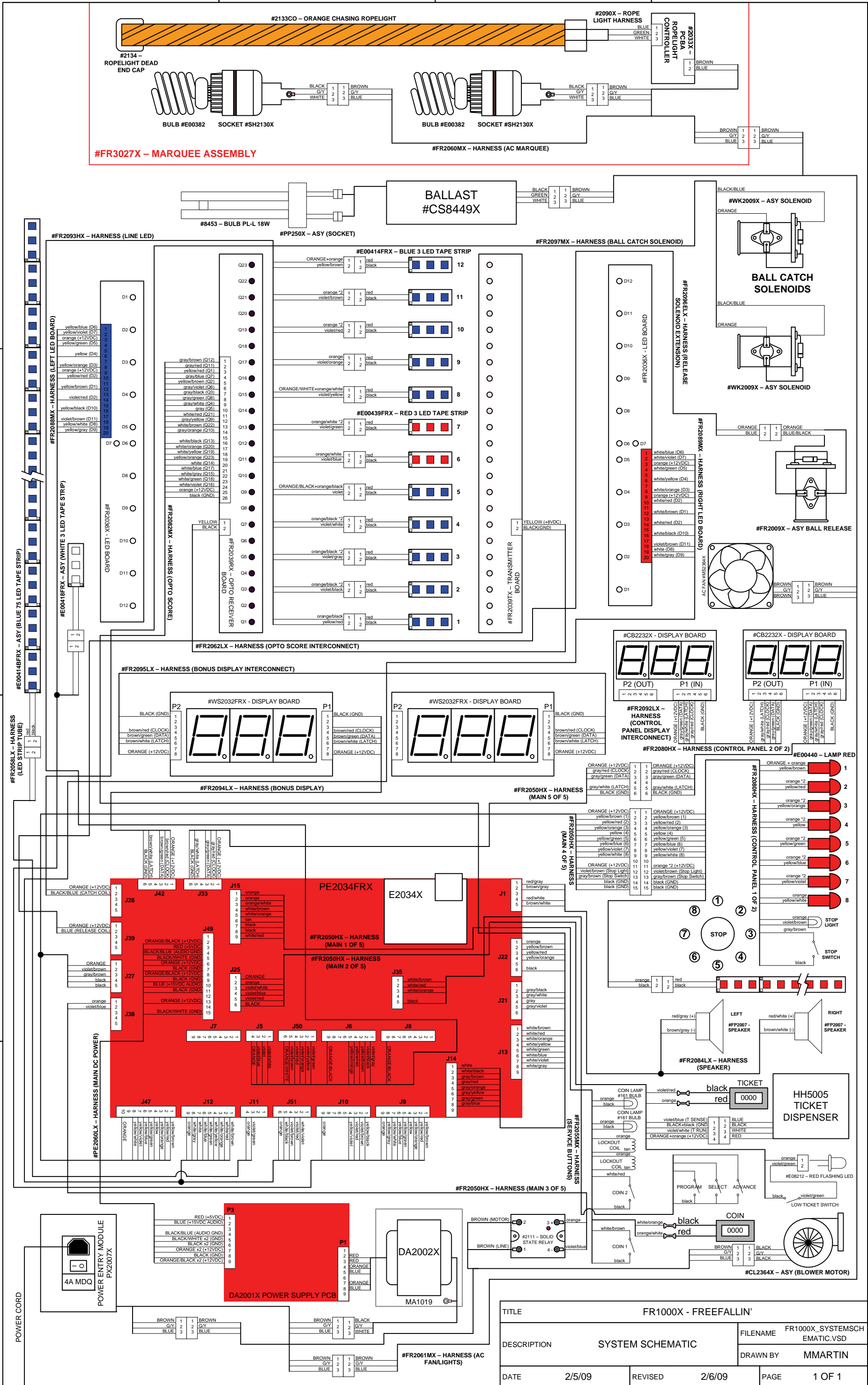
FR3001	Control Panel
FR3002	Front Glass
FR3024	Ball
HH1022	Ticket Bin
HH5005	Ticket Dispenser

## Electrical Parts

CG2027	Power cord 9' 10"
CL2364X	ASY (Blower)
CS8449X	ASY (Ballast)
DA2001X	Main Power Supply
DA2002X	Transformer for Main power supply
E02027G	Fan Guard
E00211	Switch (Low Ticket)
E2034X	PCBA (ARM 7 Brain Board)
FP2007	Speaker (4" Round)
CB2232X	(PCBA Display)
E00439BFRX	ASY (Flex Strip Red)
E00414BFRX	ASY (Blue 75 LED Tape Strip)
E00418FRX	ASY (White 12 LED Tape Strip)
E00440FRX	ASY (Red Jewel Lights)
MZ2005	Button (4" Round White)
FR3027X	Marquee Assembly
2133CO	Orange Rope Light
E00382	27W CF Bulb
WK2009X	ASY (Solenoid)
FR2039TX	PCBA (Opto Transmitter)
FR2039RX	PCBA (Opto Receiver)
WS2032FRX	PCBA (Display)
PE2034FRX	PCBA (Main I/O)
PP250X	ASY (Socket)
PX2007X	ASY (Power Mod 4 Amp)
E00038	Fuse 4 Amp 250v Slo-Blo
WA1007X	ASY (Reset Button w/ Bracket)

## Graphics and Decals

FR7002	Decal—"Stop" Button
FR7003	Decal—Playfield 'Rear'
FR7004	Decal—"Credit"
FR7005	Decal—"Tickets"
FR7007	Decal—Playfield Overlay
FR7027	Marquee Glass





## Contacts at SEGA

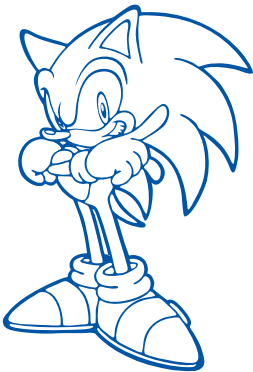


### **Machine Sales**

Telephone: +44 (0) 208 391 8090

Fax: +44 (0) 208 391 8099

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### **SEGA Spares**

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