



OWNERS AND SERVICE MANUAL
INNOVATIVE CONCEPTS IN ENTERTAINMENT INC.

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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 utilisée. 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 has a choice of three exciting games to choose from. Plinko! is played by moving the coin chute to skillfully drop the coin to light up the word "PLINKO". As the coin falls it is deflected off the pegs just like on the TV show. If the player is able to light the word "PLINKO", they are able to spin the big bonus wheel! Safe Cracker is played by moving the coin chute skillfully to drop the coin to light the six locks. Each time a lock is lit the lock handle spins the other direction. When all six locks are lit the player is able to spin the big bonus wheel! Cliff Hangers is played by moving the coin chute to skillfully drop the coin to light up the numbers. For each number lit the climber advances two steps up the mountain until all lights are lit. When all six lights are lit the player is able to spin the big bonus wheel. Players receive tickets for coins that fall over the edge and in some cases, just for playing!

- Bonus wheel emulates "The Price is Right Big Wheel Spin".
- Playfields replicates the experience as seen on TV.
- Move coin chute back and fourth for skillful aiming.
- Win tickets for coins over the edge.
- Win tickets just for playing (Operator configurable).

Features:

- Ability to set pre-lit letters.
- Ability to turn on chasing lights.
- Ability to set mercy tickets and coin over edge.
- Adjustable bonus feature (how much to apply toward the bonus).
- Easy slide pull out ticket door to access.
 - Ticket dispensers.
 - Coin and ticket meters.
 - Operator adjustments.
 - Error codes.
- High reliable playfield motor with 1 year warranty.
- Easy to program.
- Self error/fault checking.
- Slam security switch on each station.
- Tilt protection.
- Made in the USA.
- Card swipe ready

SETUP - ASSEMBLY

AC Power Requirements - **PLEASE BE ADVISED**

This game requires a dedicated 20 amp circuit for proper operation. The AC power cord is designed to be used with a dedicated 20 amp outlet and will not plug into a standard outlet. Do not use any other power cord as the length and plug is critical for proper operation.

METERS AND TICKET DISPENSER LOCATION

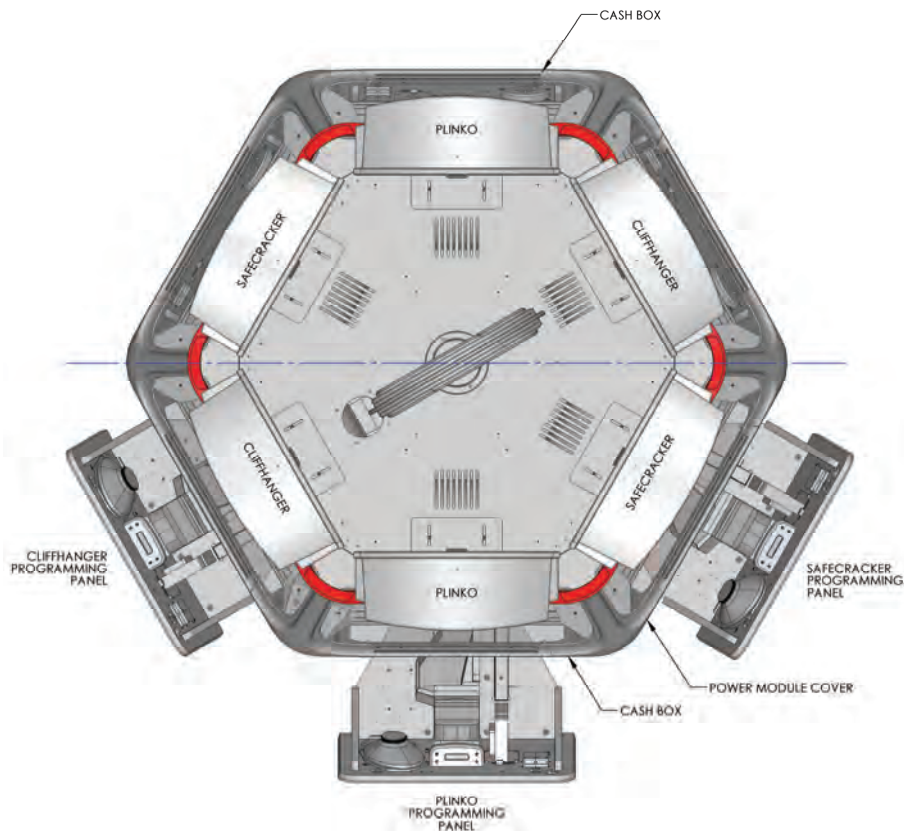
The coin and ticket meters are located in lower cabinet drawer of each station. Unlock both locks on each side and slide the drawers out. There you will find the ticket dispenser and meters.

ACCESSING PROGRAMMING CONSOLE

The programming console unit pictured below has four buttons and a digital display screen. This is located in the three master ticket and hopper drawer assemblies. There is no console located in the adjacent sides. Unlock the two locks to slide the drawers open. If any errors are encountered on either side they will be displayed on the screen as right side errors. Refer to error codes in programming to understand and correct the errors. If no errors have been detected, the current software version will be displayed on the screen.

PROGRAMMING

Press the "PROGRAM" button to enter programming mode. Press "SELECT UP" and "SELECT DOWN" to move the cursor to cycle through options. Press "ADVANCE" to change the settings the cursor is currently on. Press the "PROGRAM" button to exit programming and re-start the game.



PROGRAMMING YOUR PRICE IS RIGHT!

OPTION	DESCRIPTION	DEFAULT	MIN	MAX
Volume1	Game and attract Volumes	5	0	7
Volume2	Music Volume only	5	0	7
Cylon	If set to 1 red LED must be lit to light letter	0	0	1
JFP (Mercy)	Tickets given when coin goes in or just for playing	1	0	2
Over Edge	How many Tickets over the Edge	5	0	18
Feature	How many tickets to the wheel kitty	4	2	18
Power On Lights	How many letters are lit when you turn power on	0	0	3
Attract Time	When it will say come on down.	3	0	30
Coin Dispense	How many coins to dispense per swipe (This option only in the card swipe version)	1		
Factory reset	Reset factory settings	0	0	1

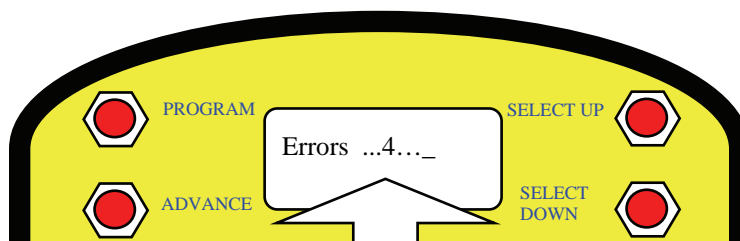
“Wheel kitty” refers to the bonus wheel’s two different bonuses. The mega bonus is the highest amount of tickets on the wheel and the bonus is all the remaining numbers. This option is divided by 2, one goes to the mega bonus and the other to remaining numbers.

For Example: Assuming your tickets are valued at a cent, setting option “JFP” to 1 (or 1 cent), setting option “Over Edge” to 5 (or 5 cents) and setting “feature” to 4 (or 4 cents) would equal total payout of 10 cents. Total 10 cents payout on 25 cent play would equal a 40 % payout.

Cylon option defined: The Cylon feature increases the difficulty to achieve the bonus wheel spin by limiting when the letters can be lit. When the LED moves back and fourth and a coin enters the chute for that letter, if the red LED is not correctly lit on that letter, the letter will not light.

ERROR CODES

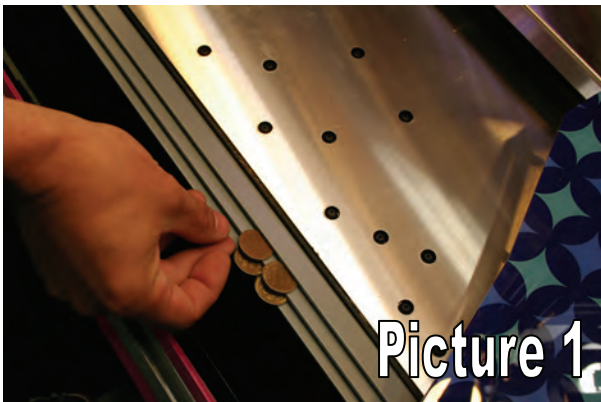
Error	Description		
6	L Ticket Err	Ticket dispenser empty	Fill with tickets
5	R Ticket Err	Right ticket dispenser empty\	Fill with tickets
4	Compact Flash Err	Cannot read compact flash	Replace CF
3	L Wheel Err	Cannot find home sensor	Check sensor
2	R Wheel Err	Cannot find home sensor	Check sensor
1	L Switch Board Comm Err	Cannot find cylon board	Check connection
0	R Switch Board Comm Err	Cannot find cylon board	Check connection



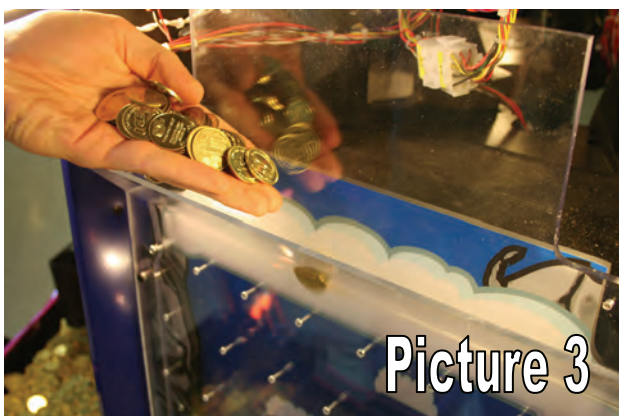
Errors will be displayed whenever they are encountered. A dot is shown when no errors are detected. The dot is replaced by the error number encountered. Multiple errors can be shown at the same time on the display. A display of ...45.. means that there is no response from the flash card and the right station is out of tickets.

SETUP - PLAYFIELD

It is recommended that you load at least 500 tokens onto the playfield (without any dropping into the hopper) in each station once you have located the final placement of this game. Begin by unlocking both locks and lift up on the coin chute assembly to open the coin chute assembly door. Remove the front glass and place aside. Insert coins into the two rows of risers as shown in picture 1. Make sure the coins are tightly packed from end to end. Now place coins on the playfield so that the entire playfield is covered. See picture 2. With the game powered on, drop handfuls of coins above the upper deck and behind the plastic shield. See picture 3 and 4. This will allow the coins to naturally build up onto the playfield simulating many plays by players in a very short amount of time. Repeat this for all stations.



Drop coins behind the plastic on to the upper deck as shown in picture 3. The game will push the coins onto the playfield and properly float the playfield as show in picture 4.



Marquee Base Assembly

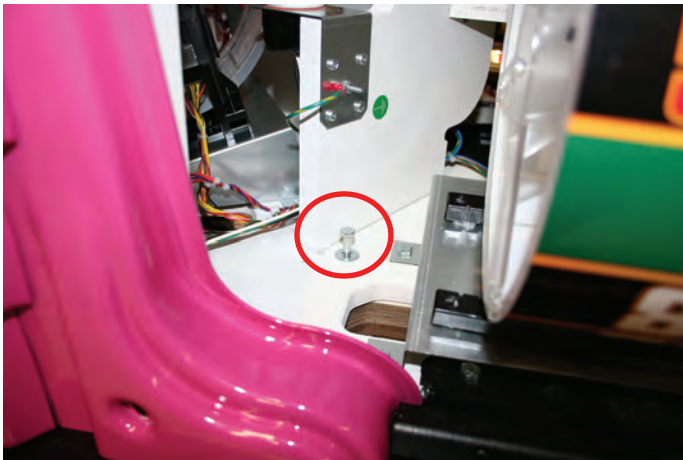
Step 1:

Lift the marquee from its shipping pallet and place it on top of the game. The marquee is quite heavy and requires 4 people to lift it into place. Be sure to align the marquee so that the games match i.e. Cliffhanger with Cliffhanger, Plinko with Plinko.



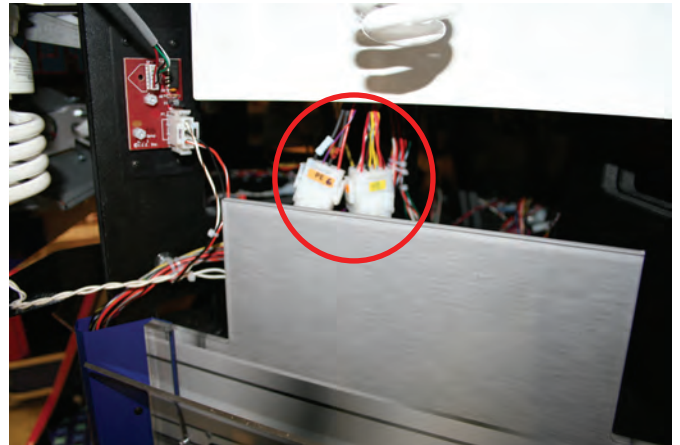
Step 2:

Bolt the marquee in place with the qty 12 1/4-20 screws that come in the parts box. One bolt is shown below circled.



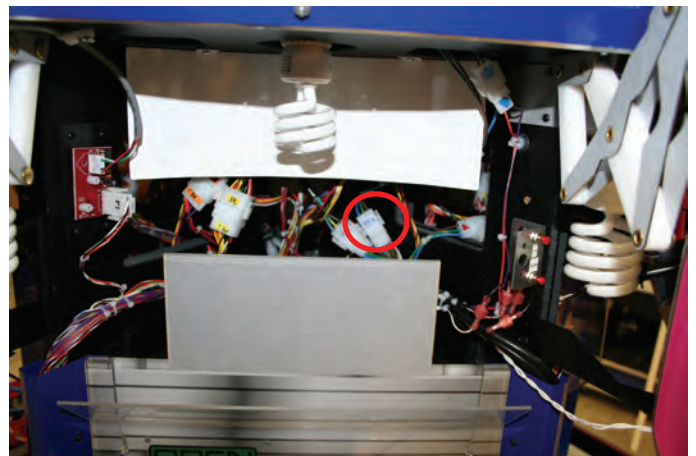
Step 3:

Connect the two harnessing at each stations. They are shown in the picture below circled.

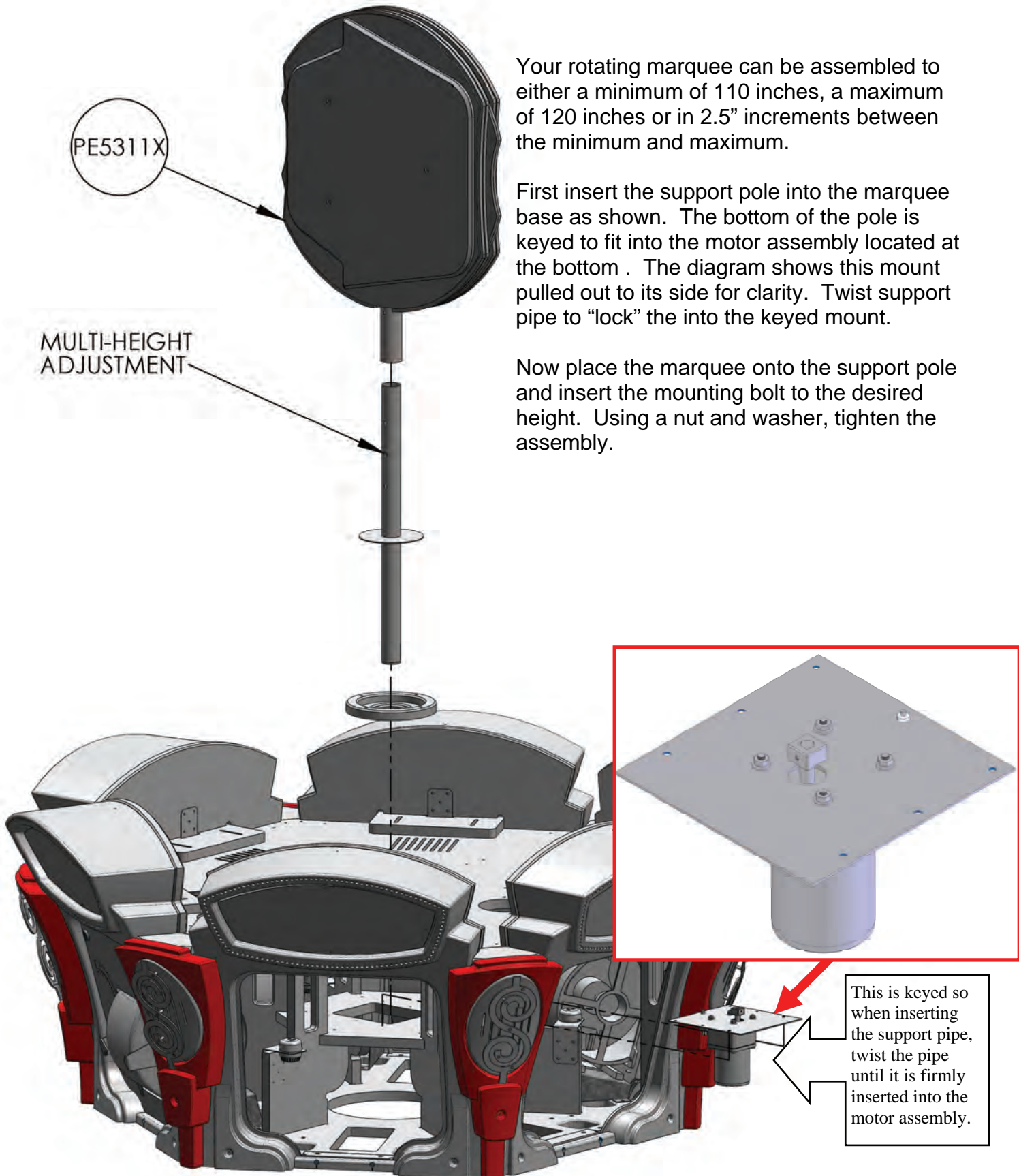


Step 4:

Finally connect the lighting harness (one connector) behind one of the two Safe Cracker stations. This connector is circled below.



Marquee Assembly



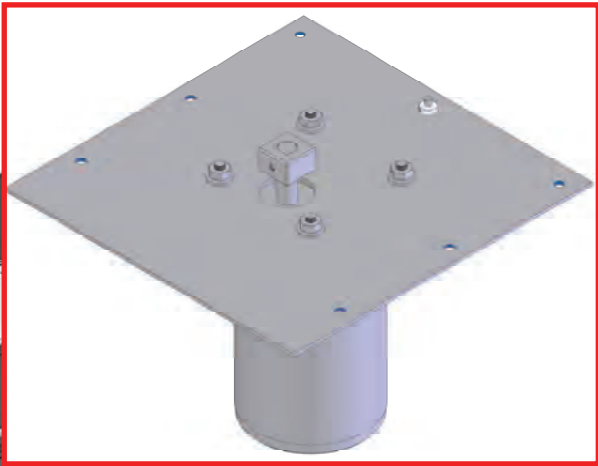
PE5311X

MULTI-HEIGHT
ADJUSTMENT

Your rotating marquee can be assembled to either a minimum of 110 inches, a maximum of 120 inches or in 2.5" increments between the minimum and maximum.

First insert the support pole into the marquee base as shown. The bottom of the pole is keyed to fit into the motor assembly located at the bottom. The diagram shows this mount pulled out to its side for clarity. Twist support pipe to "lock" the into the keyed mount.

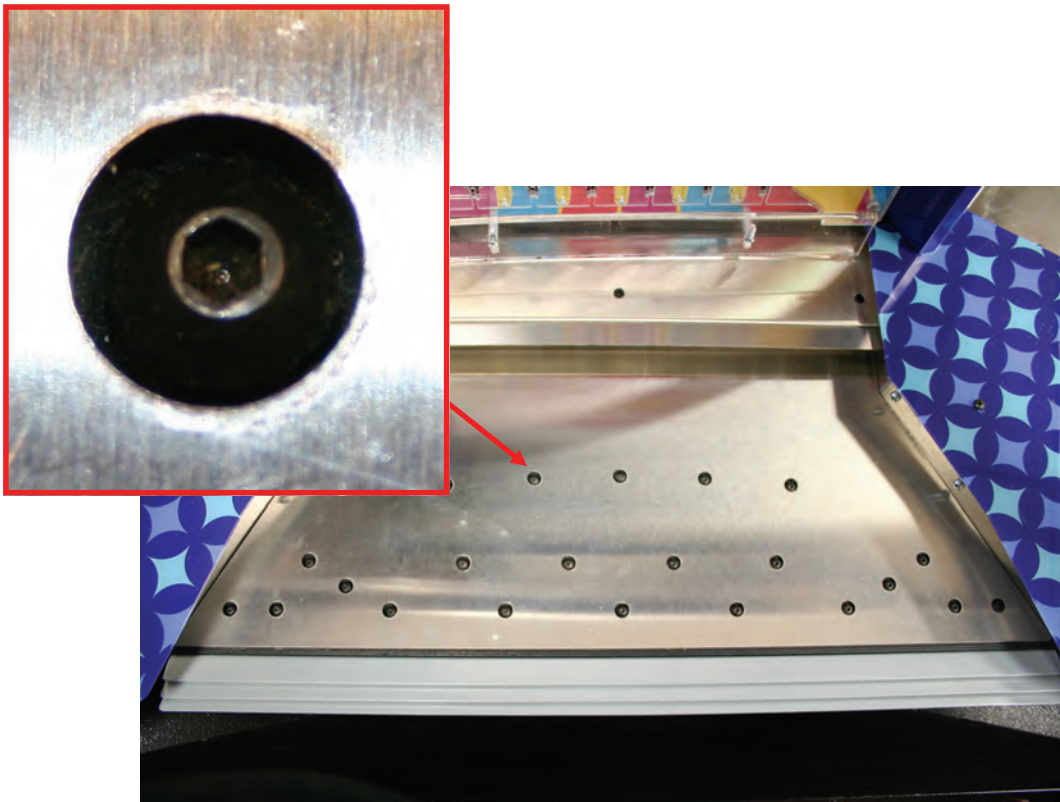
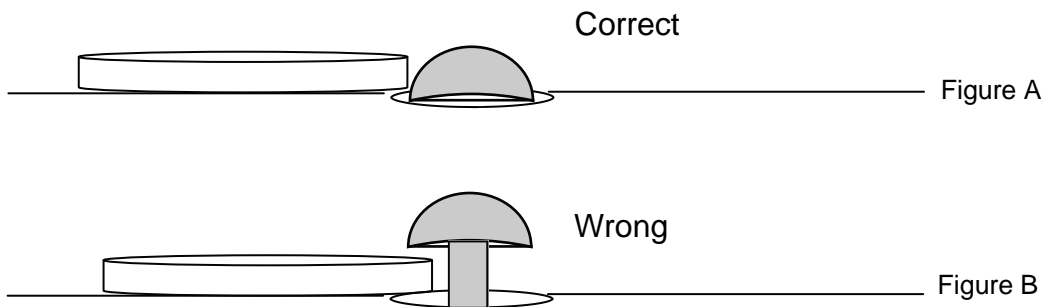
Now place the marquee onto the support pole and insert the mounting bolt to the desired height. Using a nut and washer, tighten the assembly.



This is keyed so when inserting the support pipe, twist the pipe until it is firmly inserted into the motor assembly.

Proper setup of coin diverters

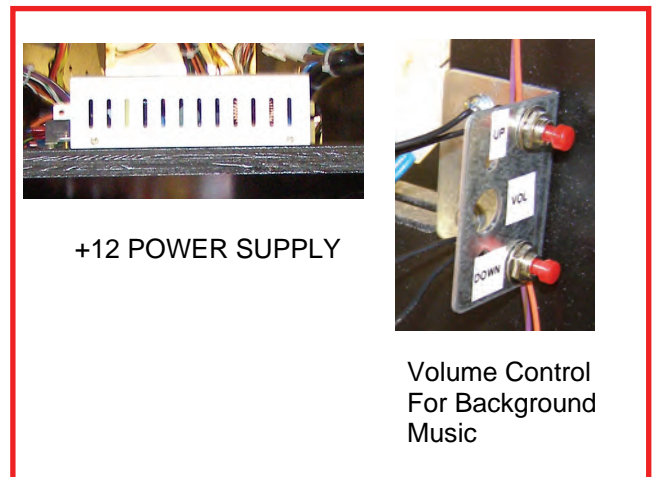
The game has 22 coin diverters in each playfield. See pictures below. By default, they are set all the way down so that they do not engage the coins. The game is shipped with a Allen wrench tool to adjust the height of the coin diverter. Insert the Allen wrench tool and turn counter-clockwise until only the head of the screw is high enough to engage the coin. Do not turn so that a coin can get under the head of the screw. See figure A and B.



Location of 22 Coin diverters.

Main power cord & AC off/on location

The main ac power cord and the AC on/off switch is located at the bottom of the game. Remove these two bolts as shown in picture A to access the AC power cord. The AC on/off switch is behind the master Safecracker See Pictures B.



Background Music Control

The background music is played by the upper marquee. To adjust the volume, located in the Master side of Safe Cracker (above the AC power switch) are two buttons labeled “up” and “down”. To increase the volume, keep pressing “up” until desired volume is achieved. To lower the volume, keep pressing “down” until the desired volume is achieved. See Picture C.

Power supplies

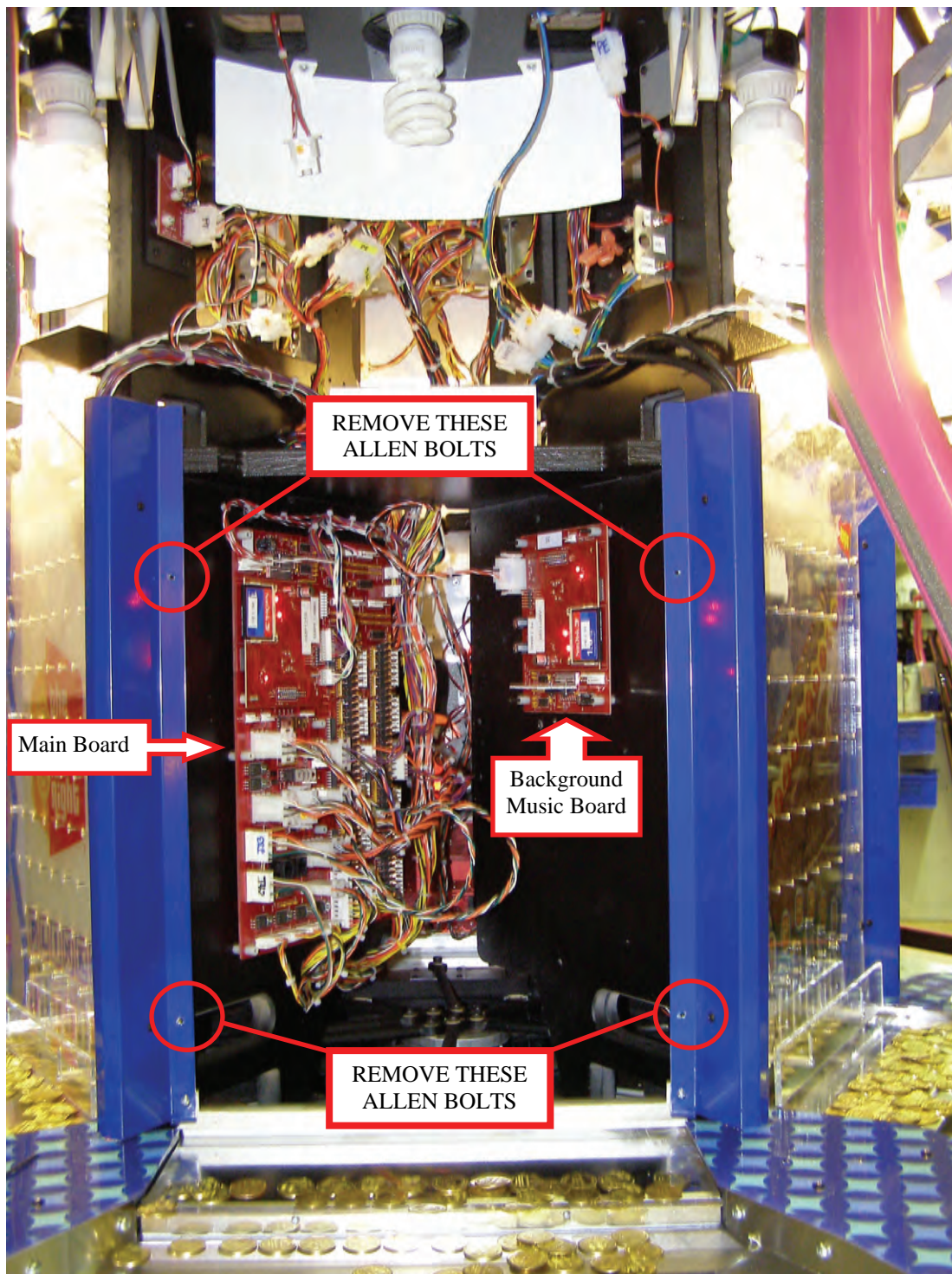
There are two different power supplies used in your Price is Right. The +12 volt DC at 40 amp power supply is located in the upper center, on the master side. The +5 regulator (PE2010X) is located behind the Plinko! master game. See Picture C for the location of the +12 supply.

Remove these two bolts to access AC Power Cord and AC ON/OFF Power Switch. See Picture A and B for Close Up.

Playfield Removal

Accessing Main boards and Background Sound Board

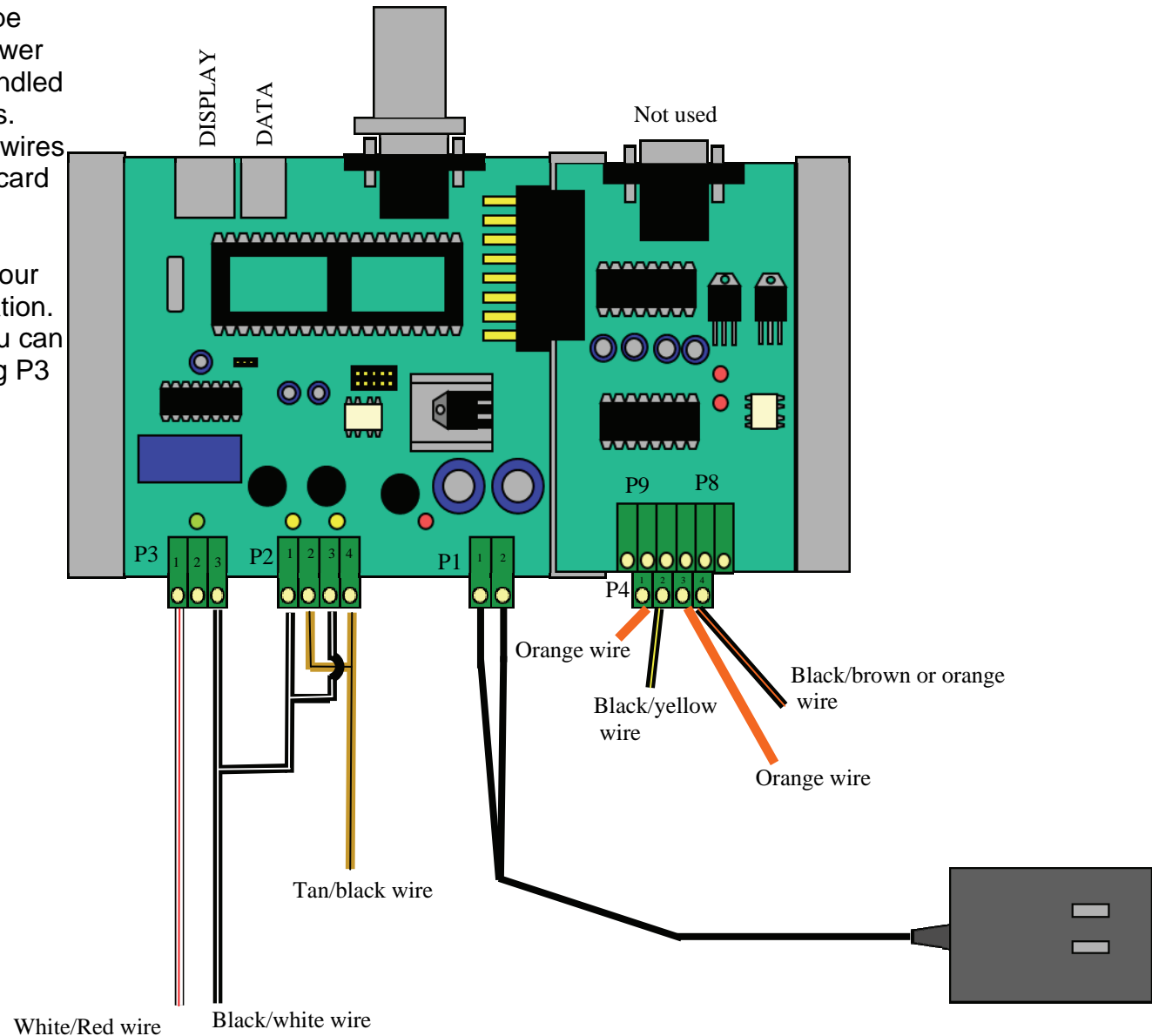
There is three main boards, one for each game, installed in your game. They are located on the master sides of the game. These are the same sides where the program console can be found. You will need to remove the playfield to access them. The back ground music board is only located in Safecracker master side. To remove a playfield, remove the four Allen screws and lift the playfield up . Disconnect wiring from behind and place aside.



Example of Card Swipe system Installed Shown: Sacoa with Payout option and with Inhibit option enabled.

Your game is shipped pre-wired for card swipe systems. The harness is located in each drawer and will have red caps installed. It will be bundled together and tie wrapped to the main harness. You will need to cut the tie wrap and pull the wires out. They will be long enough to reach your card swipe system.

You can hook any card swipe system up to your Price is right, one will be needed for each station. If the Payout hopper option is not installed, you can still track coins in and tickets out by not using P3 or P2 connections.



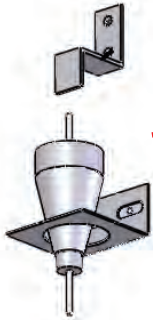
TROUBLESHOOTING

Security Tilt Bob & Slam Switches & 5 volt regulator locations

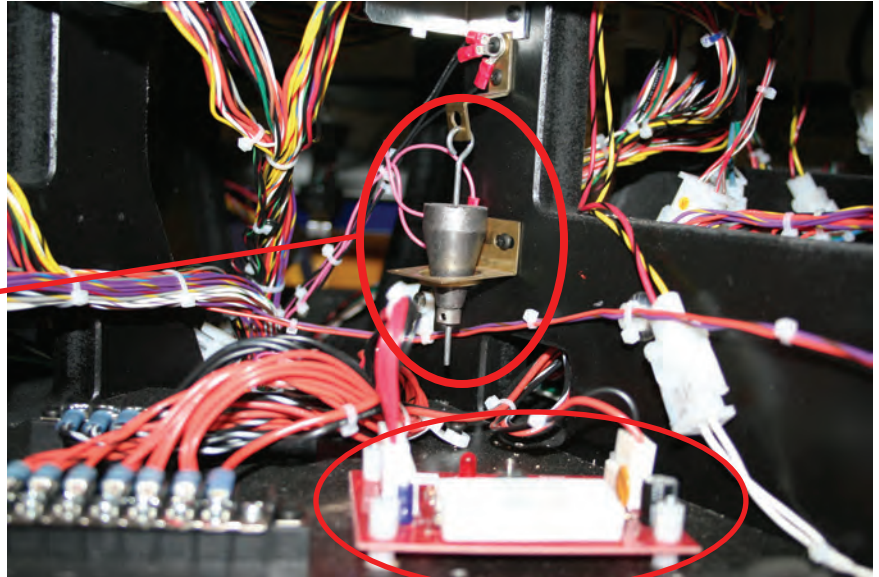
This game employs two different security features to prevent players from collecting extra tickets. If the player slams the ticket drawer in an attempt to force coins to fall off the edge, the game will sound an alarm and end any current game in progress on that station. If the player rocks the entire cabinet a tilt Bob will trigger and it will immediately void any game in progress on both stations. The alarm will sound for a period of time in both occurrences.



Slam Switch



Tilt bob



PE2010 - 5 Volt regulator board. Located above the Plinko! playfield accessible through the Coin chute door assembly. When properly working the red LED will be on.

Troubleshooting

CAUTION

This game uses complex electronic components that are very sensitive to static electricity. Observe precautions below before handling these electronics. Failure to do so may void the warranty and damage electronic assemblies.

Before servicing electronics, turn off AC power to the game. Wait for capacitors to discharge.

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.

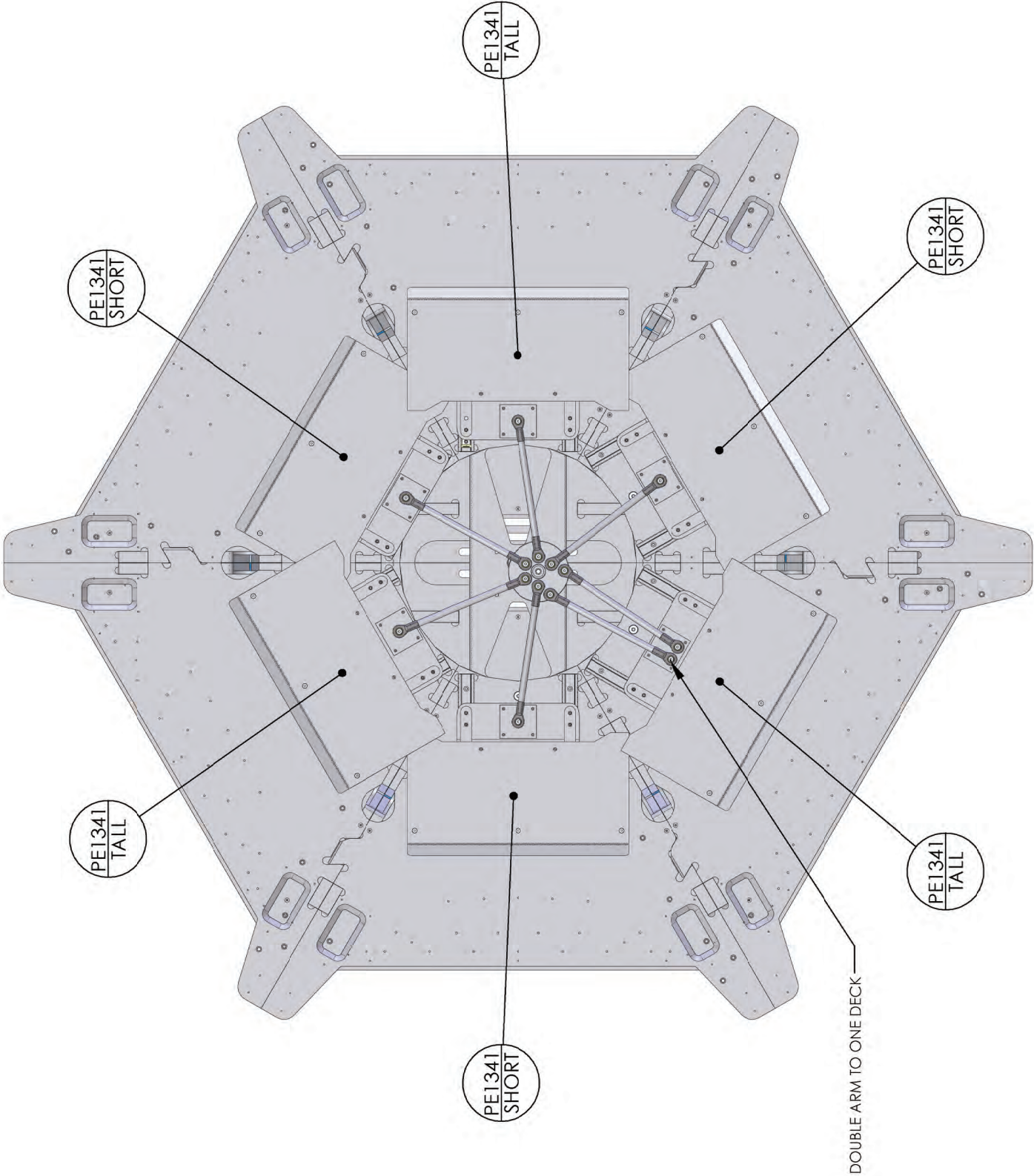
Before touching or handling electronic assemblies, discharge static electricity on your body. To discharge this static, begin by connecting the line cord to a grounded outlet. Don't turn on the game. Next, touch the safety ground stud of the power supply chassis.

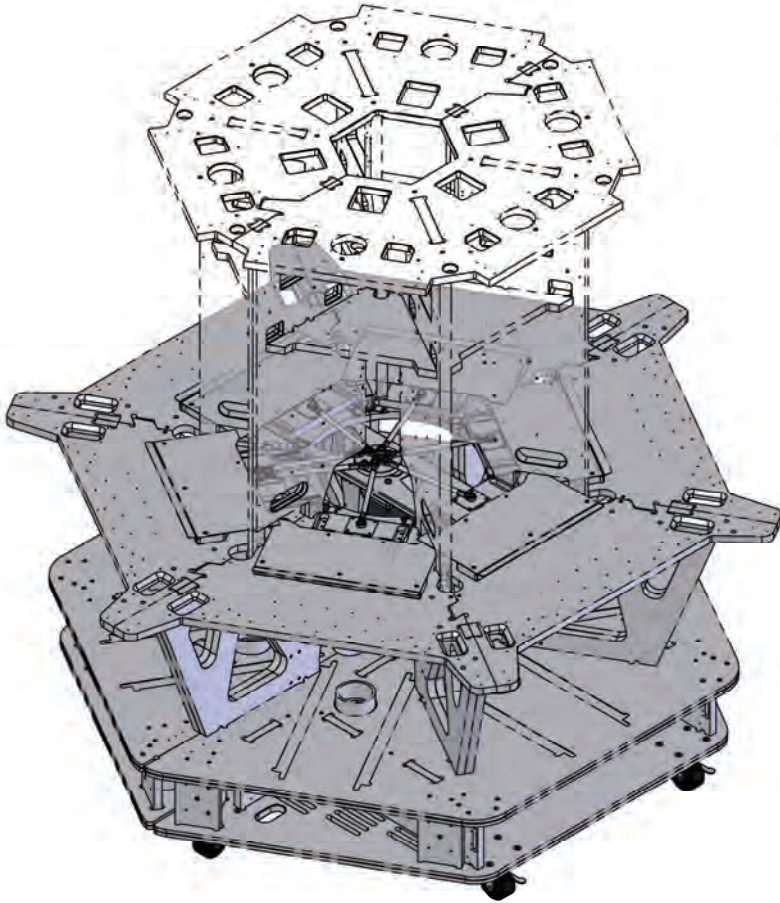
Store electronic assemblies in an anti-static area. Use anti-static bags to store or transport the game circuit boards.

Don't remove or connect electronic assemblies when cabinet power is on. Otherwise, you'll damage electronic assemblies and void the game's warranty.

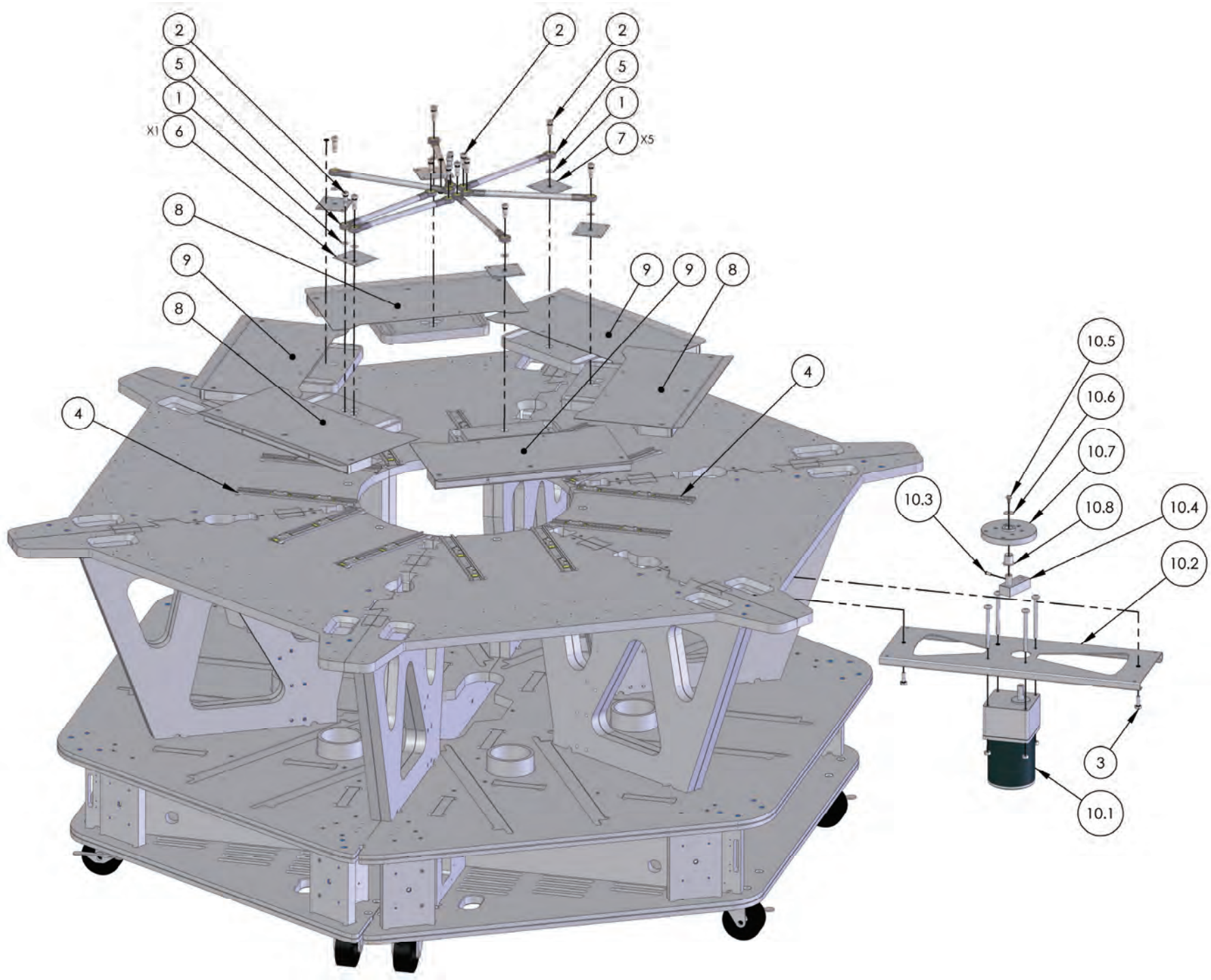
After you complete maintenance or service, replace ground wires, shields, safety covers and install and tighten ground and mounting screw.

Pusher Deck Assembly



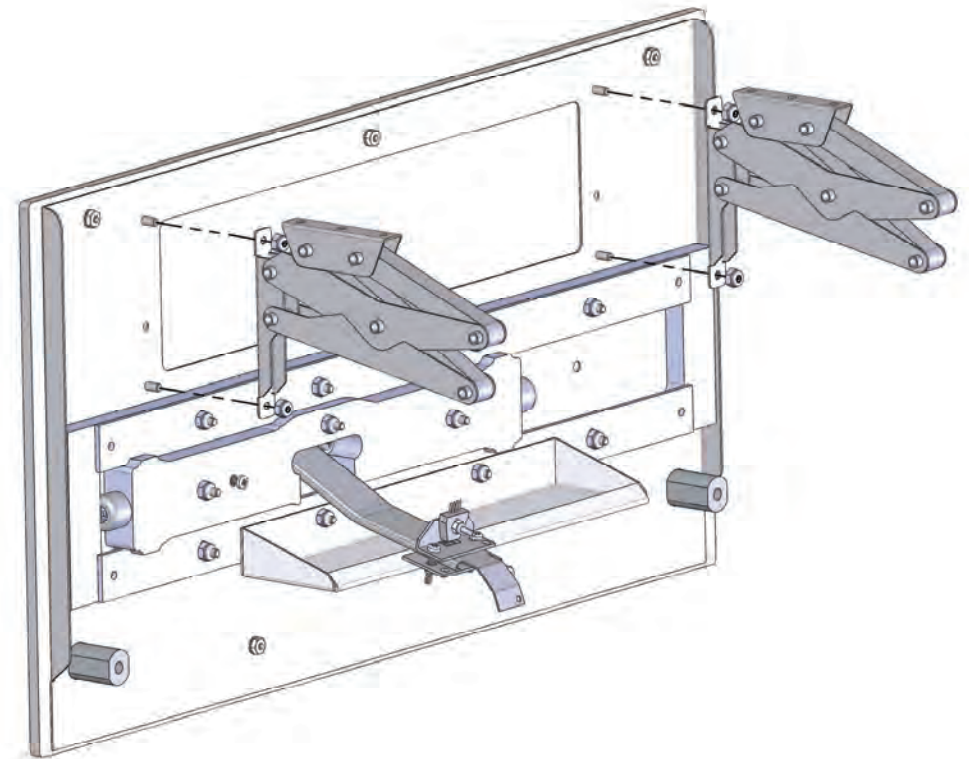
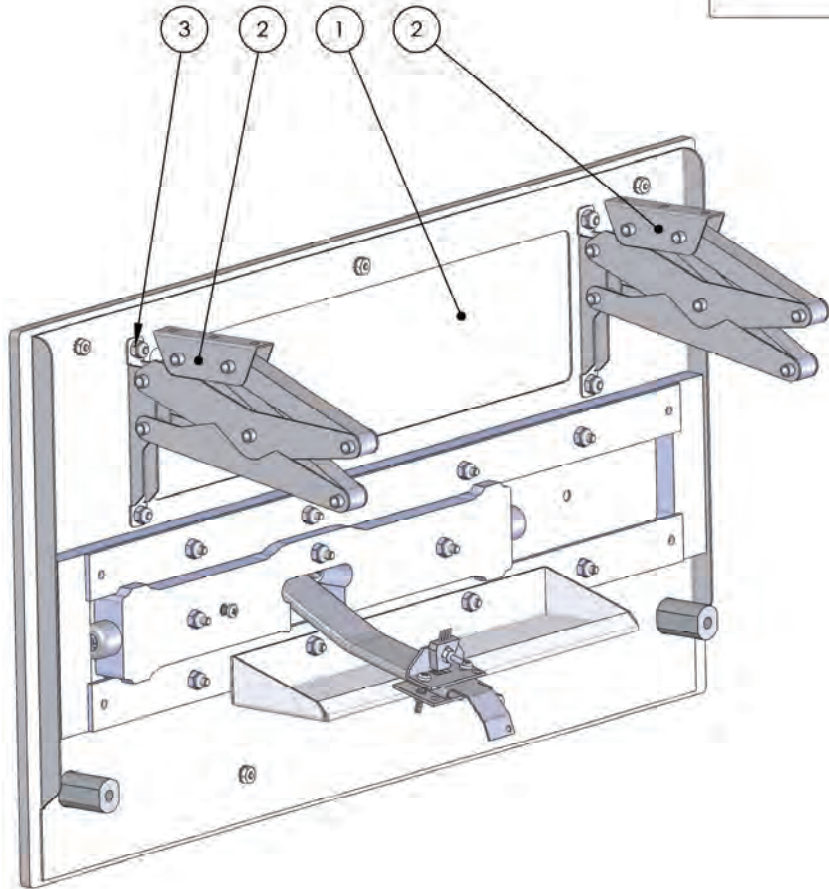


ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	6057	1/4 X 1/2 X .062 FLAT WASHER	7
2	6106	5/16 X 1/2 SHOULDER BOLT	14
3	6386	1/4-20 X 3/4 HH BOLT	2
4	pe1360	LINEAR SLIDE 230MM	12
5	PE1390X	DRIVE LINKAGE	7
6	PE1393	PUSHER DECK MOUNTING PLATE II	1
7	PE1398	PUSHER DECK MOUNTING PLATE II	5
8	PE3376X	PUSHER DECK A ASM	3
9	PE3377X	PUSHER DECK B ASM	3
10	PE3390X	DECK MOTOR ASSEMBLY	1
10.1	PE2009X	MOTOR ASY 40w 20rpm	1
10.2	PE1394	MOTOR PLATE	1
10.3	6384	10-32 X 1/2 CUP PT SET SCREW	1
10.4	PE1391	MOTOR ARM	1
10.5	6722	10-32 X 3/8 BCHS W/ THREADLOCK	1
10.6	6723	#10 X 3/4 FLAT WASHER	1
10.7	PE1392	LINKAGE DRIVE	1
10.8	PE1318	1/2 ID X 5/8 OD X 3/4 PLAIN FLANGE BEARING	1



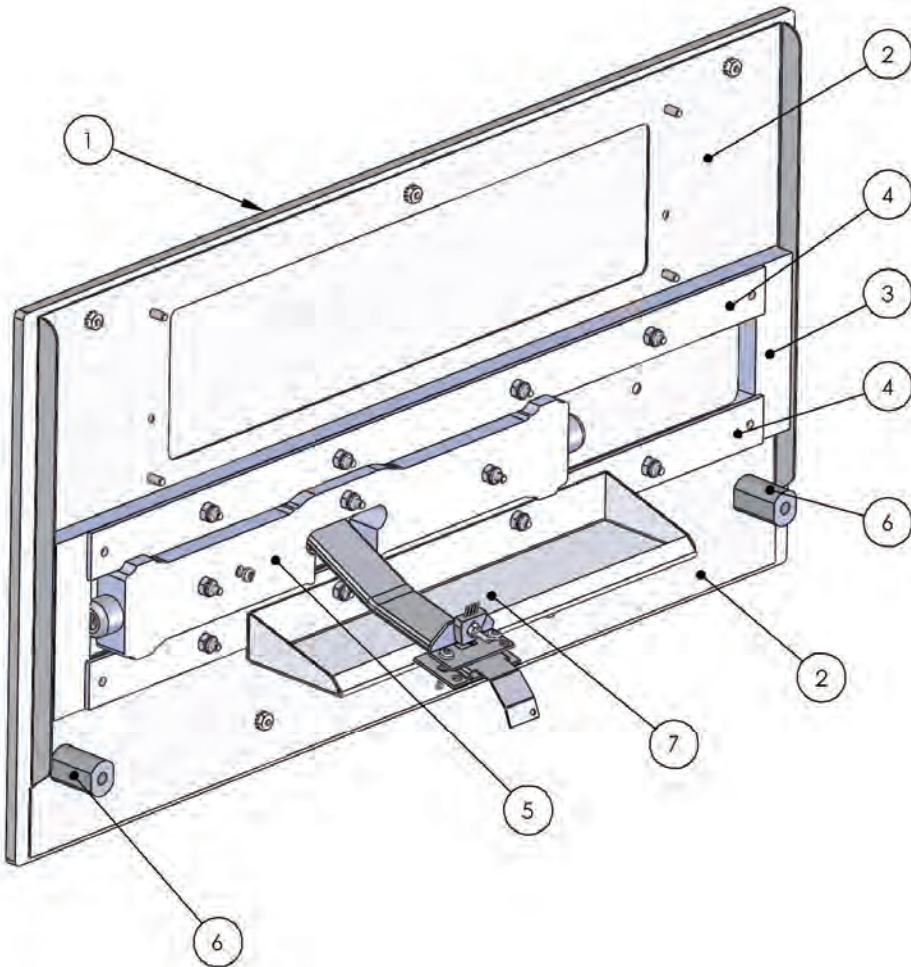
Coin Chute Assembly

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	PE1306X	COIN ENTRY (SLIDING)	1
2	PE1380X	COIN ENTRY HINGE	2
3	6072	8-32 NYLOCK NUT	4
4	E00436PEX	ASY (COIN INPUT SENSOR)	1

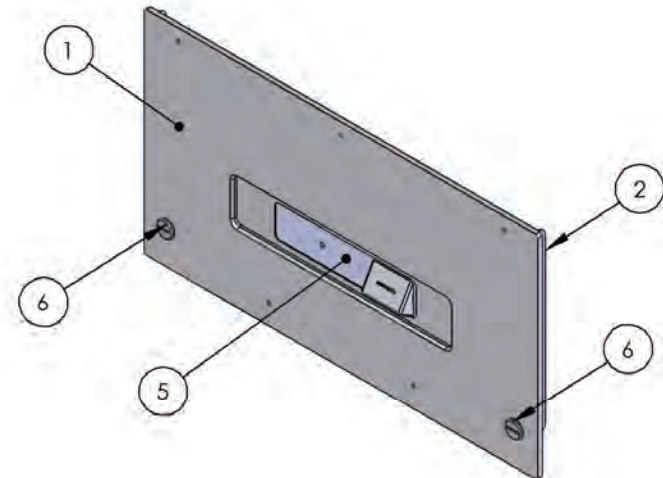


Coin Chute Assembly

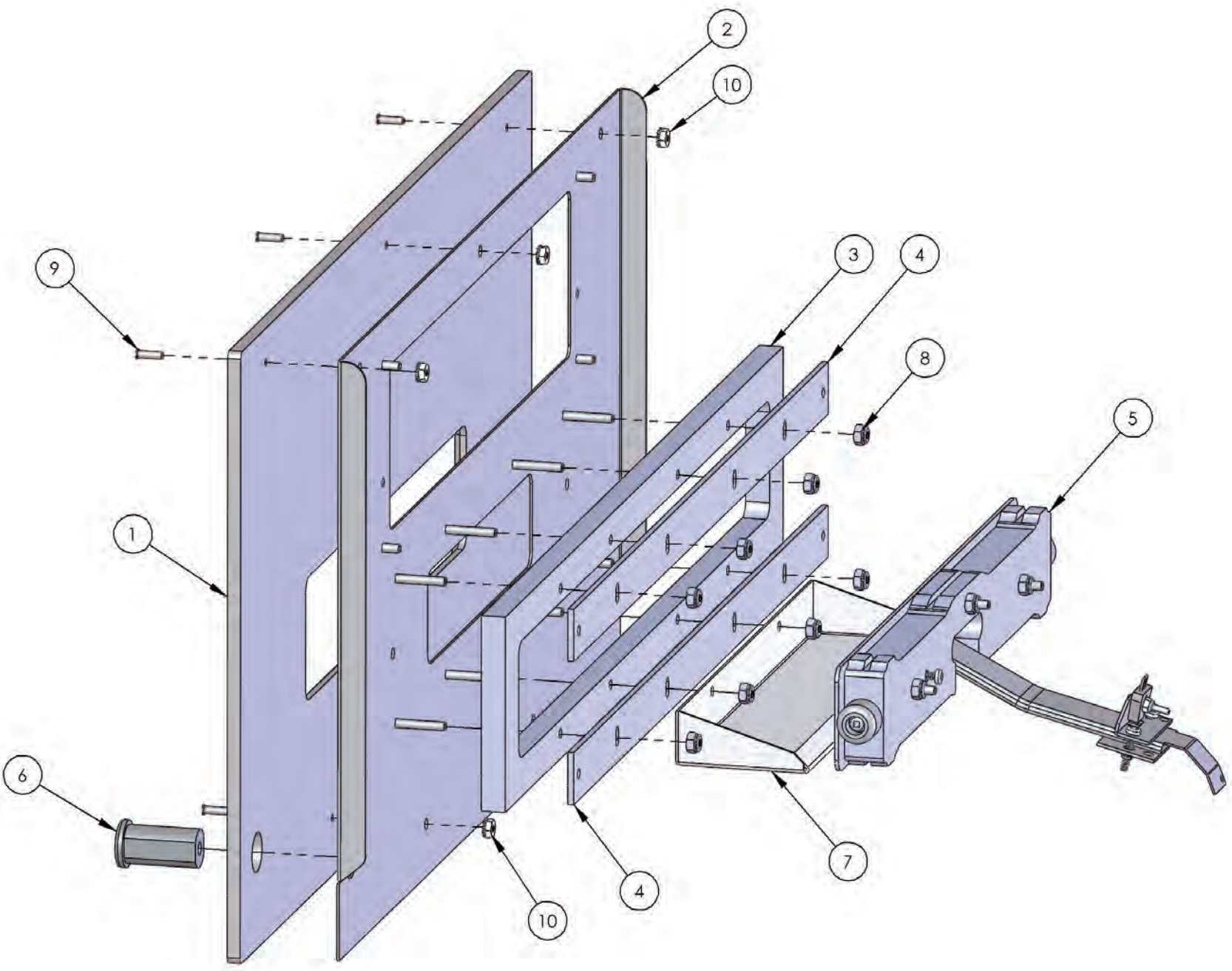
20



ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	PE7306	COIN ENTRY	1
2	PE1306	COIN ENTRY PANEL	1
3	PE3378	COIN CHUTE BACK	1
4	PE1011	COIN CHUTE GUIDE RAIL	2
5	PE1310X	SLIDING COIN CHUTE ASSEMBLY	1
6	5014	7/8" CAMLOCK	2
7	PE1012	REJECT COIN TRAY	1
8	6072	8-32 NYLOCK NUT	8
9	PEM FH-632-8 X-N		5
10	SK624	6-32 KEP NUT	5

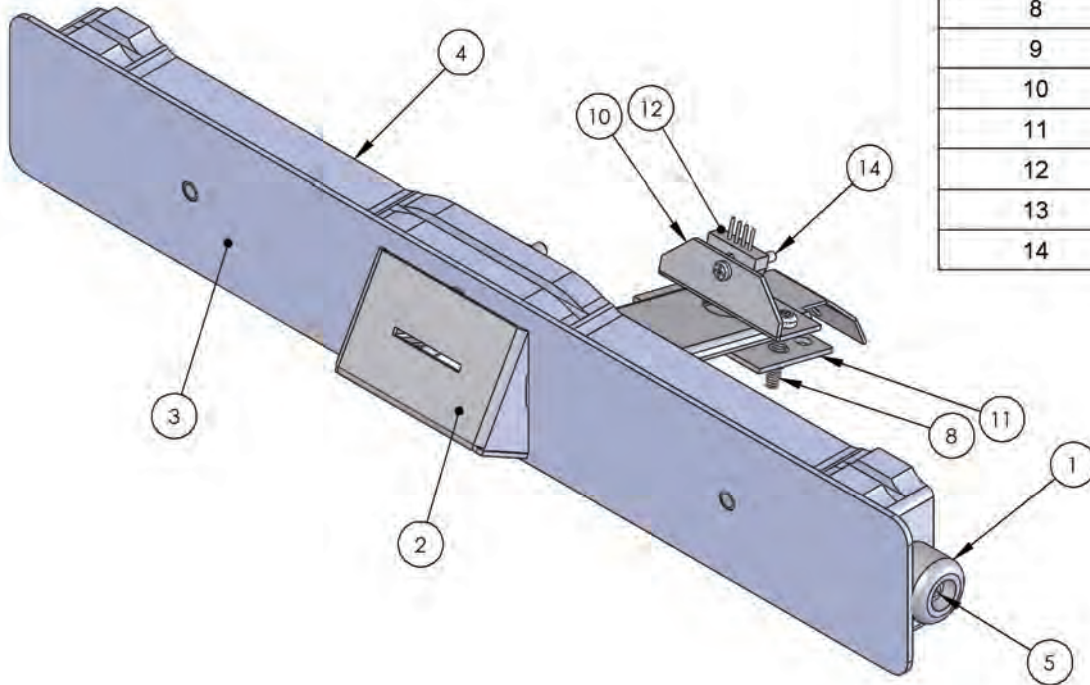


Coin Chute Assembly



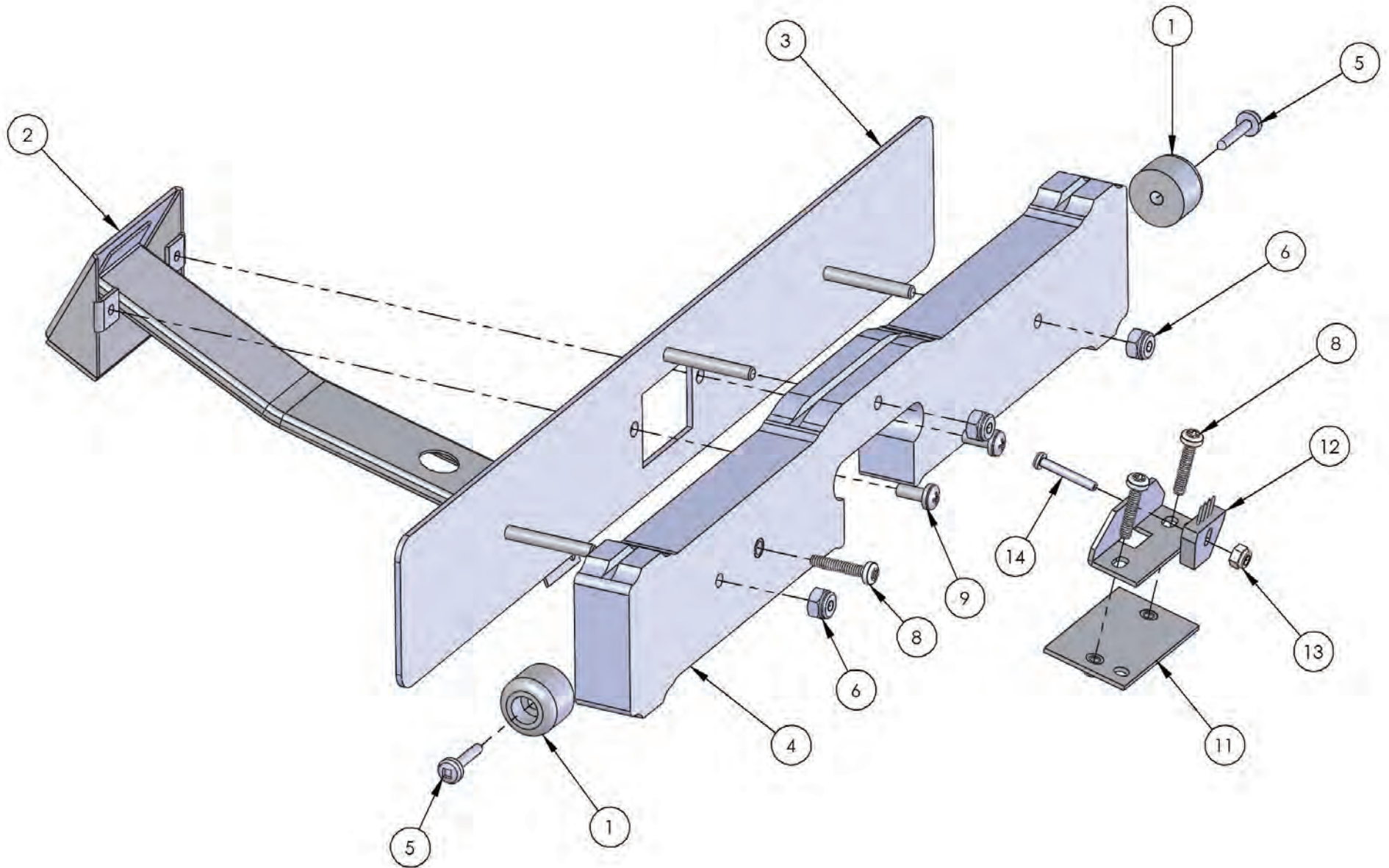
Coin Chute Assembly

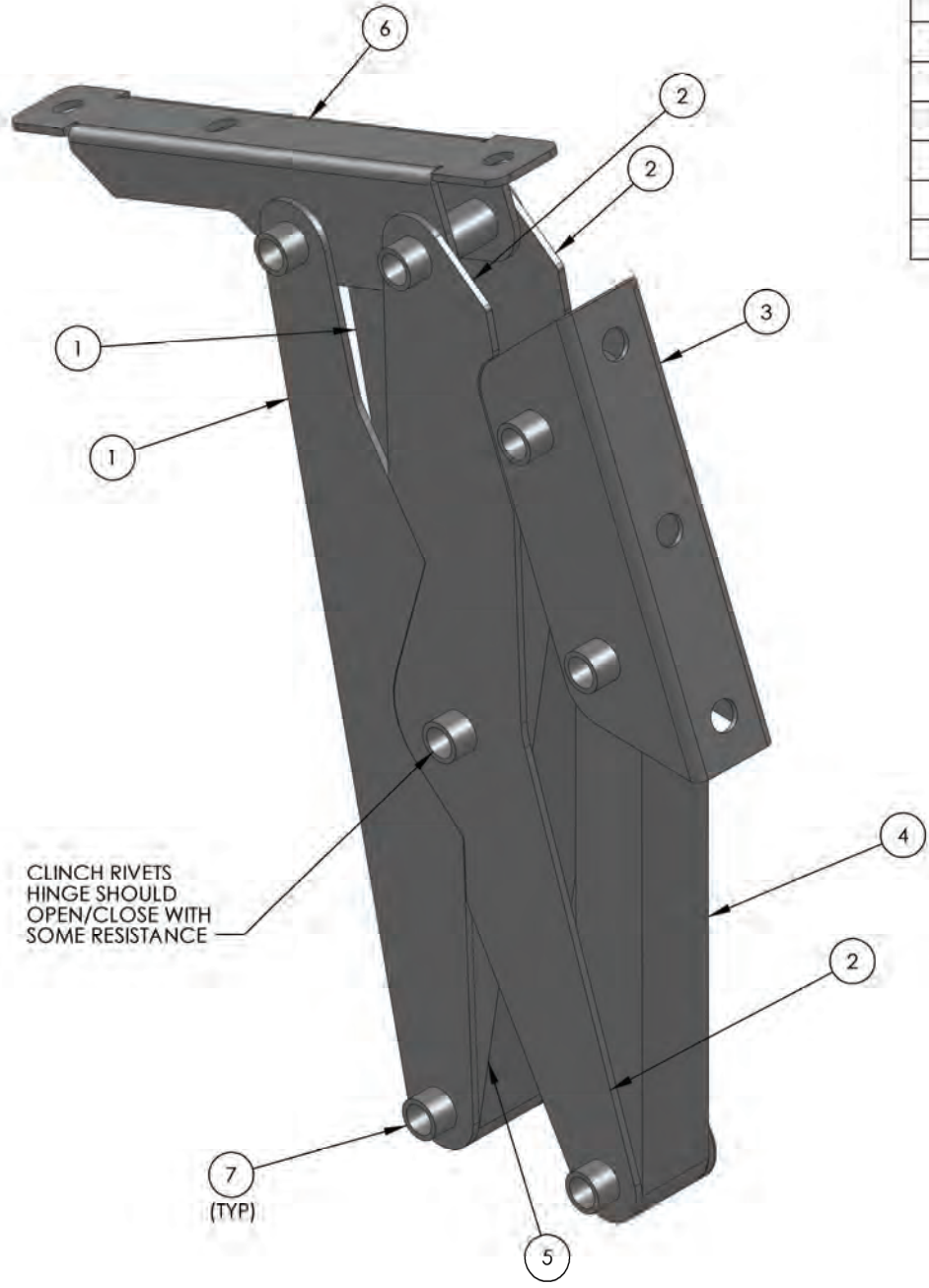
22



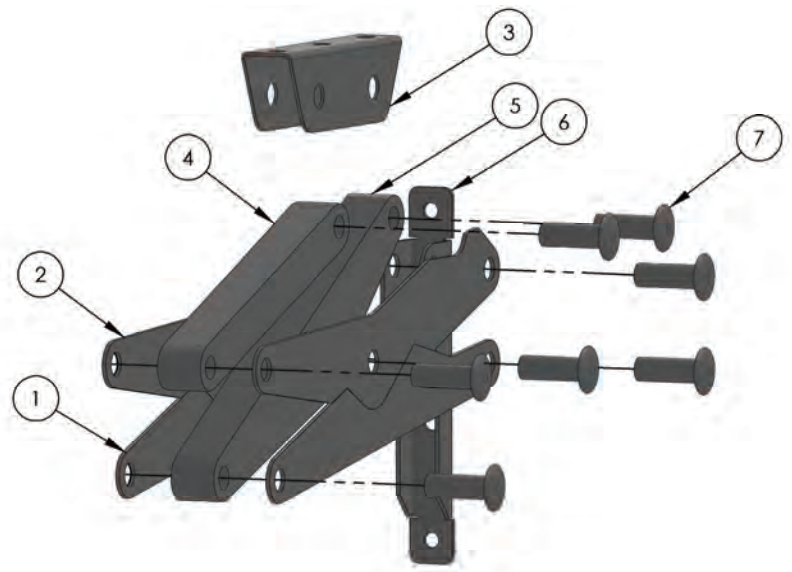
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	4002	BUMPER (#2953w) 9540K53	2
2	XBFP90623059	COIN CHUTE .984 (SLIDING)	1
3	PE1310	COIN CHUTE SLIDE PLATE	1
4	PE3306	COIN CHUTE SHUTTLE	1
5	655	#8 x 3/4 SQ. DRIVE (BLACK)	2
6	6072	8-32 NYLOCK NUT	3
7	6493	8-32 X 25/64 THREADED INSERT	1
8	6073	6-32 X 3/4 PPHMS	3
9	6691	M4 x 10 PPHMS	2
10	PE1080	COIN CHUTE SENSOR BRACKET	1
11	PE1081	COIN SENSOR BRACKET CLAMP	1
12	E00436PEX	ASY (COIN IN SENSOR)	1
13	6086	HJNUT 8-32	1
14	6060	4-40 X 3/4 PHMS	1

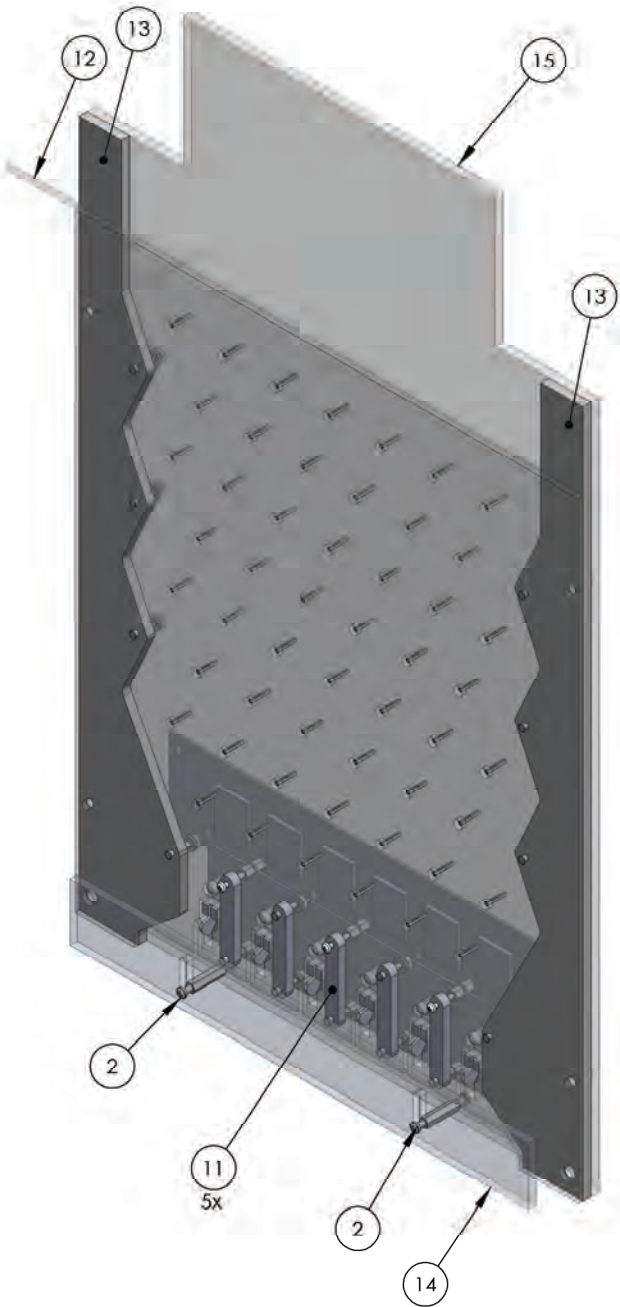
Coin Chute Assembly



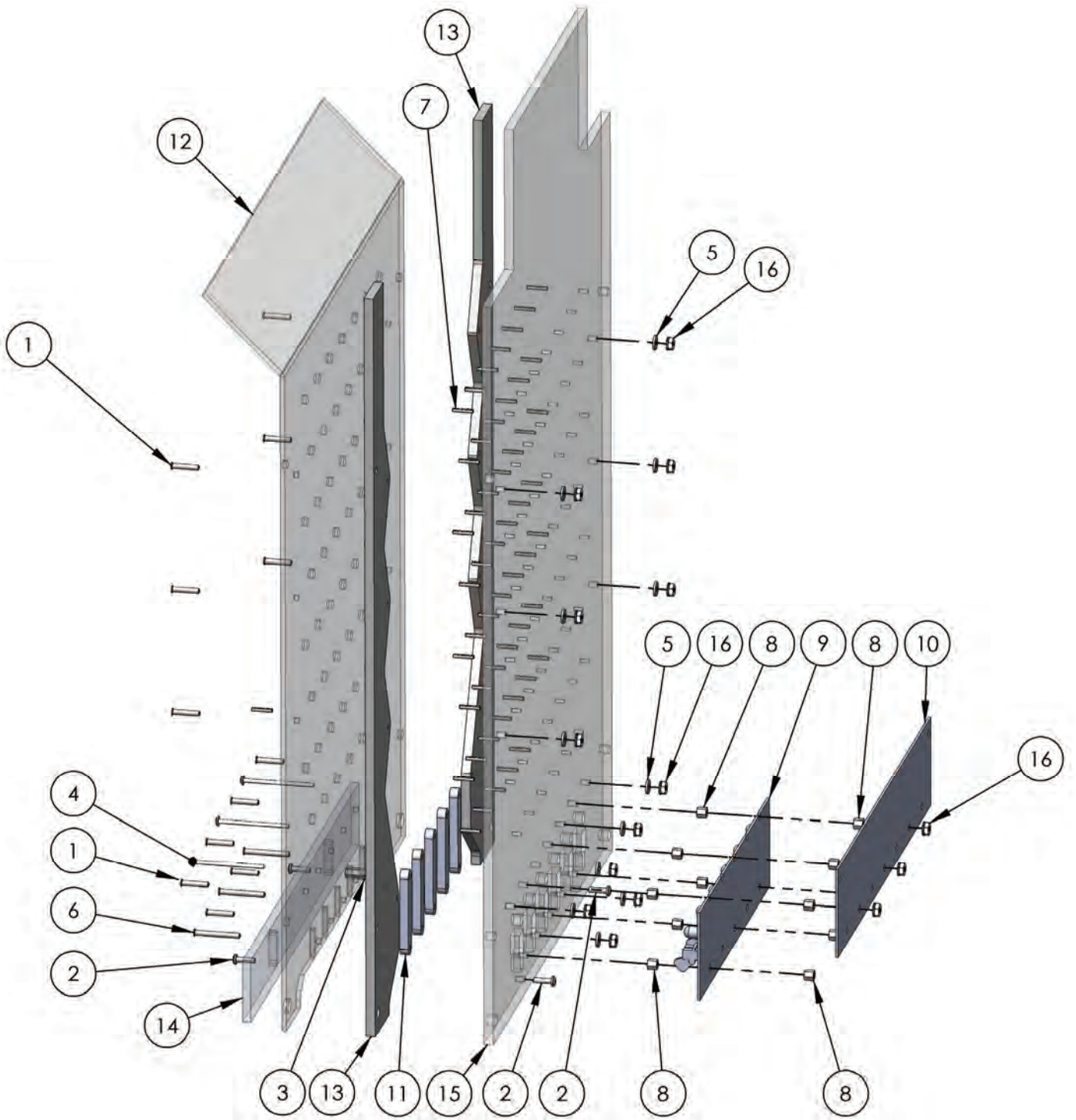


ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	PE1384	COIN ENTRY HINGE LINK FR. LOW	2
2	PE1385	COIN ENTRY HINGE LINK FR. UP	2
3	PE1380	COIN ENTRY HINGE MOUNT TOP	1
4	PE3319	HINGE ARM I	1
5	PE3318	HINGE ARM II	1
6	PE1381	COIN ENTRY HINGE MOUNT FRONT	1
7	6712	1/4" X 3/4" SEMI-TUBULAR RIVET	7

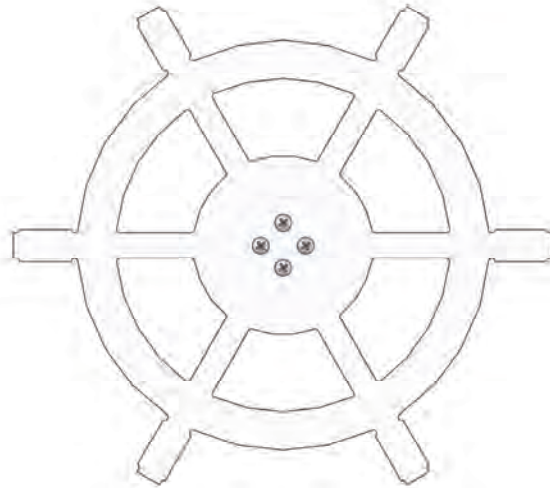
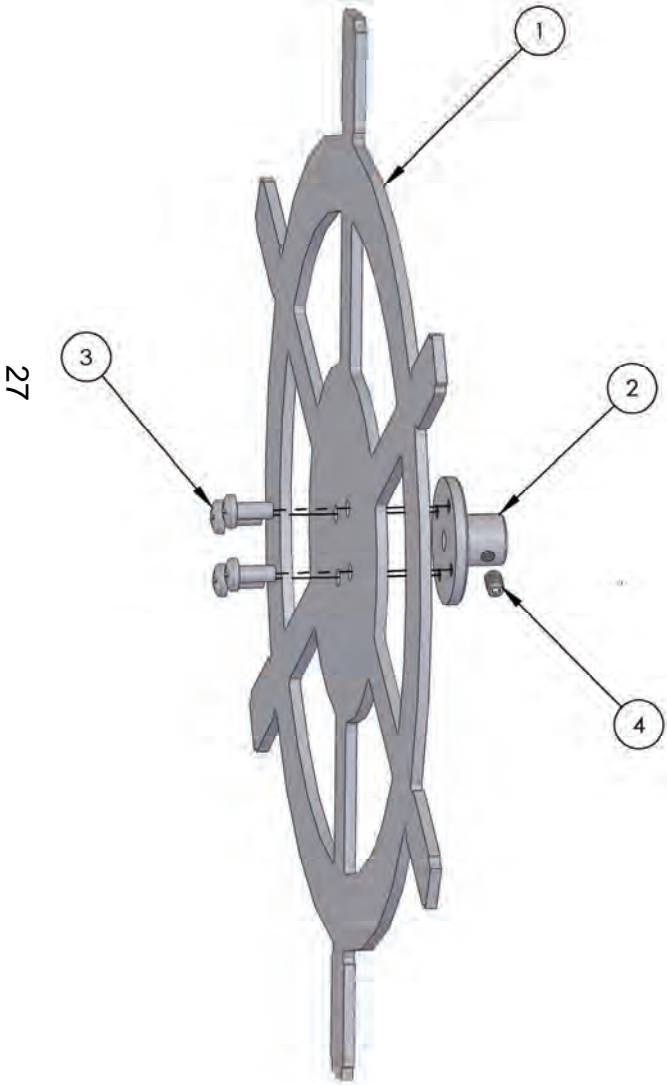


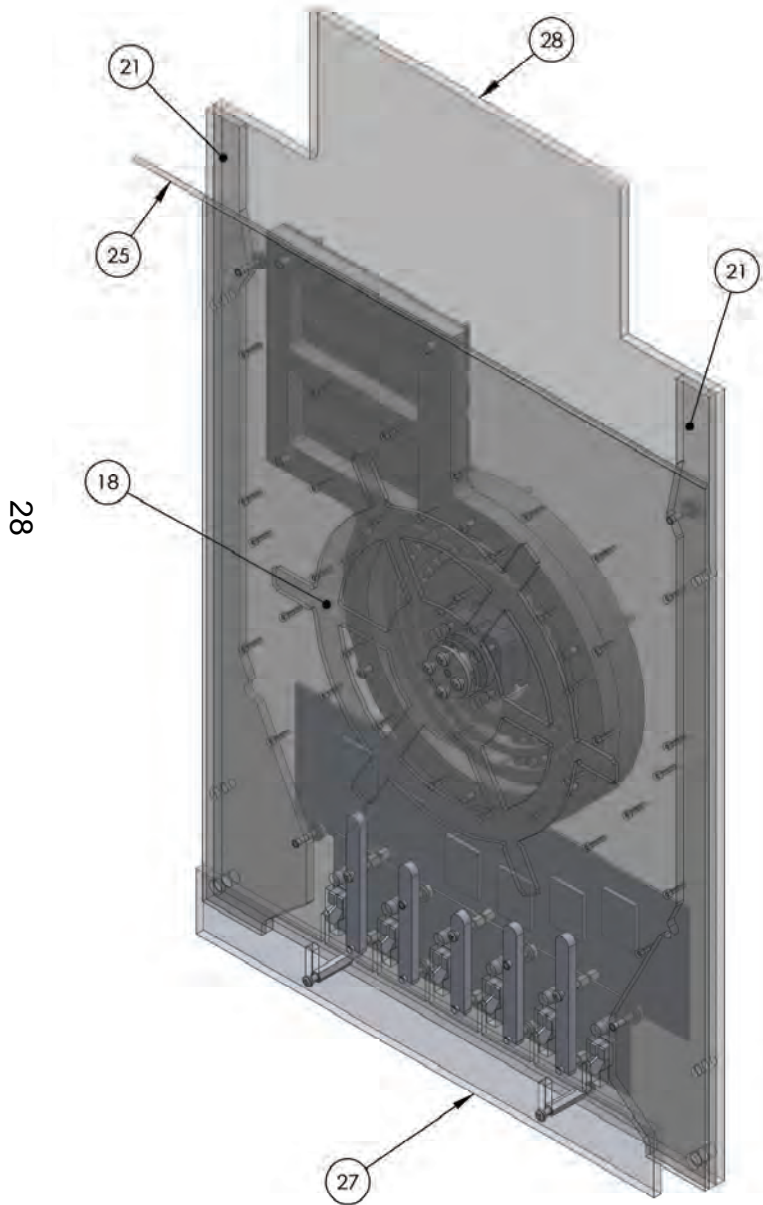


ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	656	FH-632-12 (ZINC)	12
2	6002	6-32 x 1/2" LG. PPHMS	4
3	6127	6-32 x 1 HH METAL SPACER	2
4	6146	6-32X2 PRHMS	3
5	6158	#6 FLAT WASHER	12
6	6203	FH-632-20	3
7	6686	3/32 X 9/16	52
8	PC60643	6-32 x 1/4 HH SPACER	12
9	PE2035X	PCBA (OPTO SWITCH)	1
10	PE2036X	PCBA (LED DISPLAY)	1
11	PE3133	PLINKO DIVIDER	5
12	PE3331	PLINKO SHIELD	1
13	PE3333	PLINKO SIDE	2
14	PE3348	COIN LEVELER 6P	1
15	PE7330	PLINKO PLAYFIELD - 6PLYR	1
16	SK624	6-32 KEP NUT	15

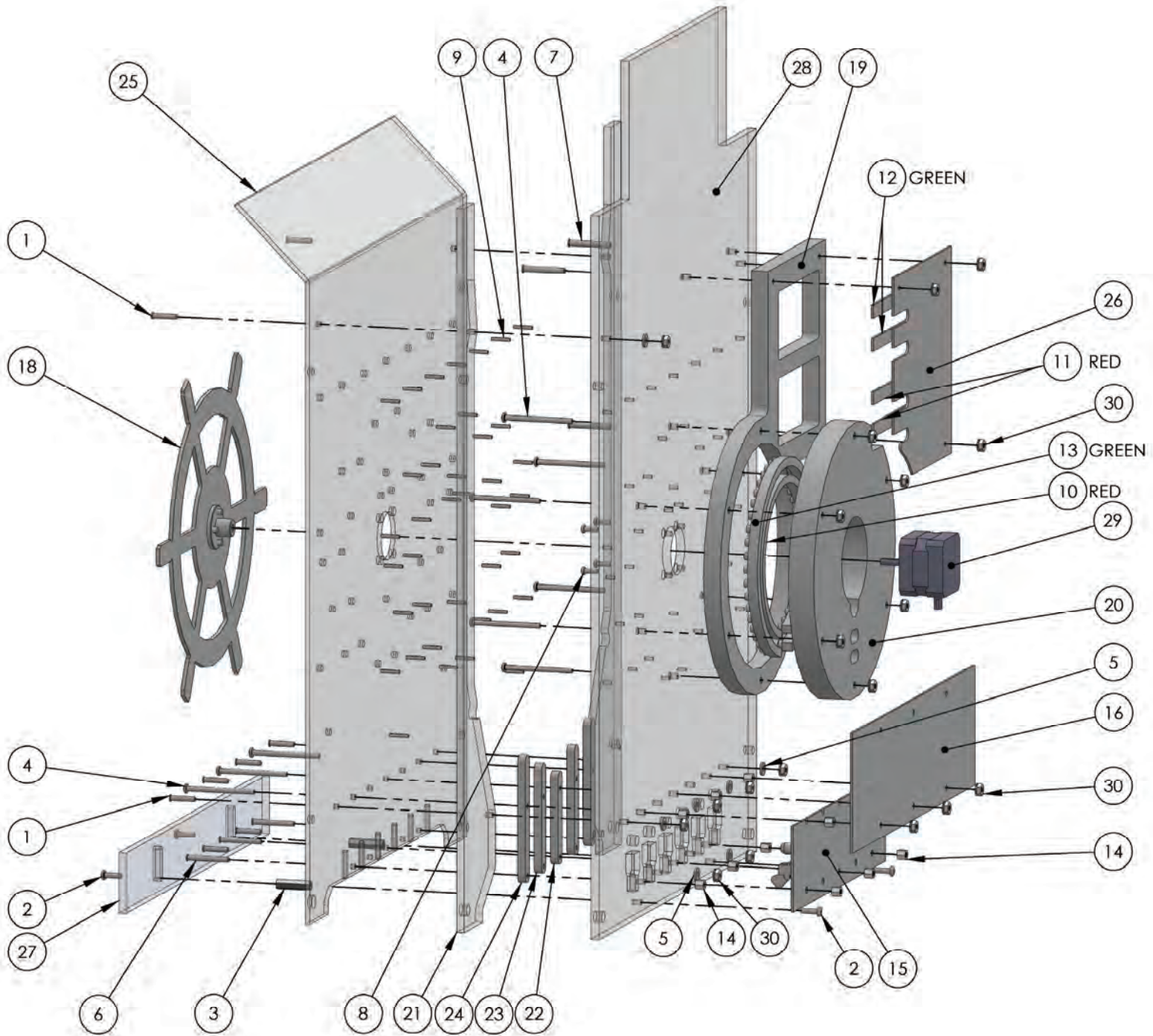


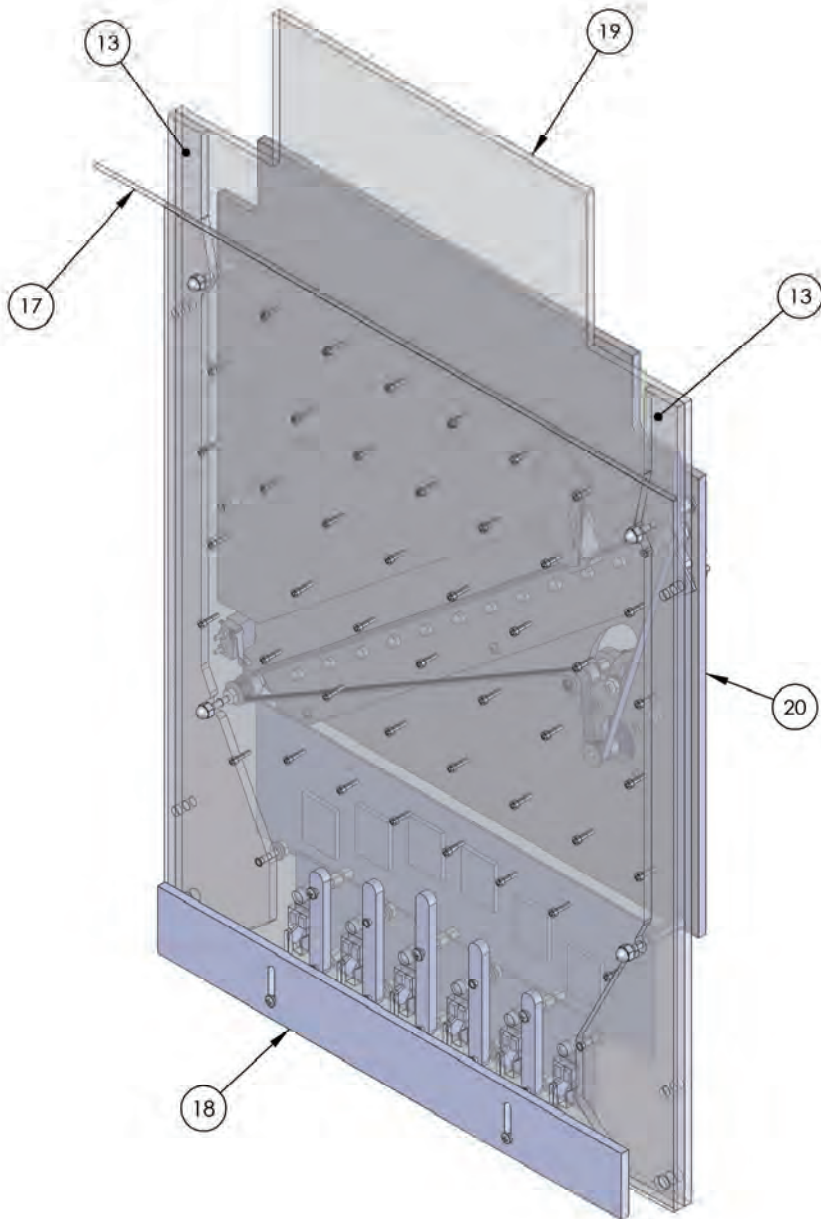
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	PE7311	SAFECRACKER WHEEL	1
2	PE1312	SAFE WHEEL FLANGE	1
3	6068	8-32 x 3/8 PHMS	4
4	6406	8-32 X .25 SET SCREW	1



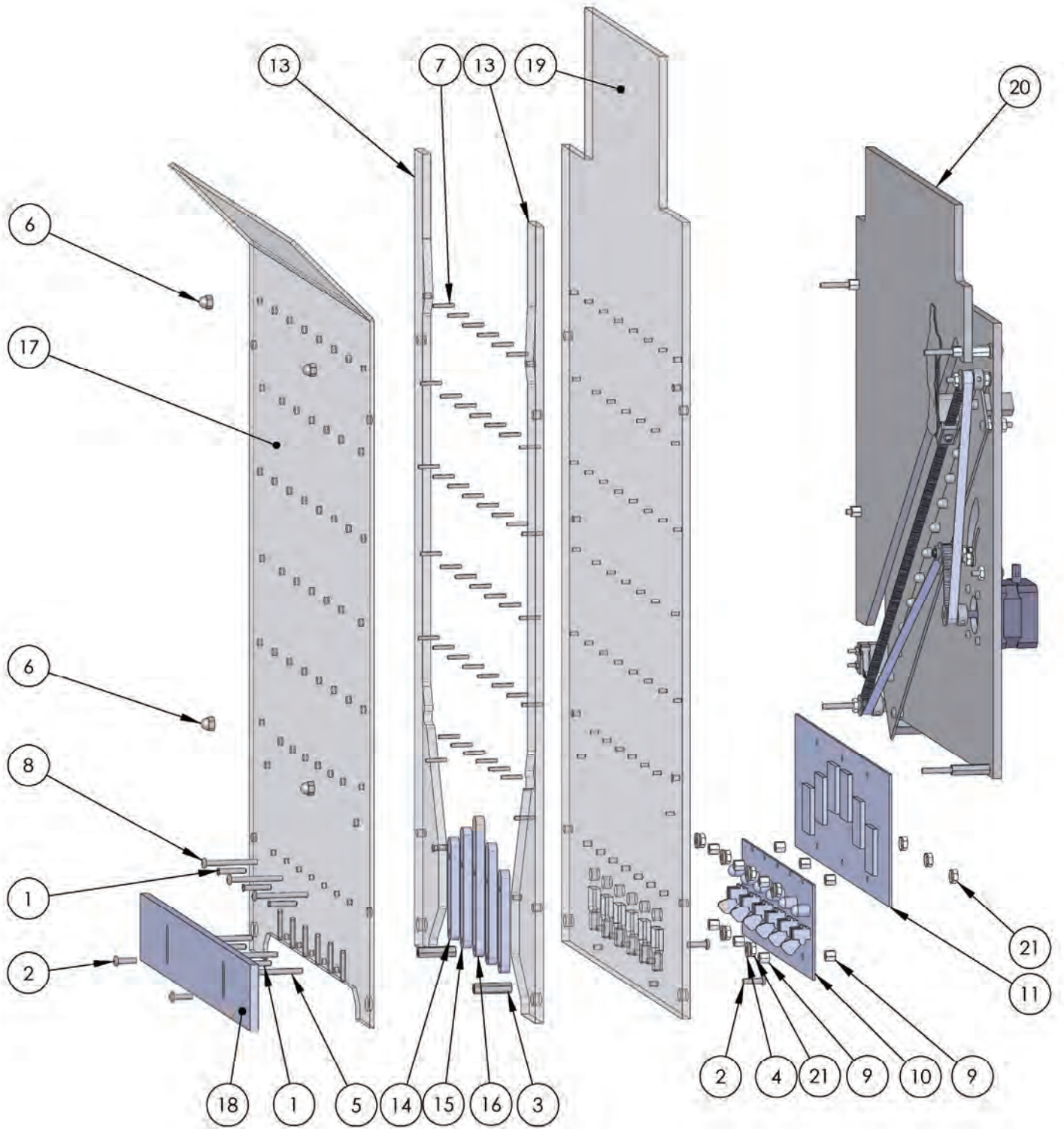


ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	656	FH-632-12 (ZINC)	8
2	6002	6-32 x 1/2" LG. PPHMS	4
3	6127	6-32 x 1 HH METAL SPACER	2
4	6146	6-32 x 2" LG. PPHMS	9
5	6158	#6 FLAT WASHER	8
6	6203	FH-632-20	3
7	6300	8-32 X 1 1/4 PEM STUD	3
8	6367	B18.6.7M - M3 x 0.5 x 10 Type I Cross Recessed PHMS -10N	4
9	6686	3/32 X 9/16	39
10	E00416PWX	ASY (LED STRIP RED)	1
11	E00439AFRX	ASY (RED 6 LED TAPE STRIP)	2
12	E00459PEX	ASY (GREEN 6 LED TAPE STRIP)	2
13	E00460PEX	ASY (LED STRIP GREEN)	1
14	PC60643	6-32 x 1/4 HH SPACER	12
15	PE2035X	PCBA (OPTO SWITCH)	1
16	PE2038X	PCBA (LED DISPLAY/STEPPER DRIVER)	1
17	PE2381LX	HARNESS (OPEN/CLOSE LIGHTS)	1
18	PE3311X		1
19	PE3316	SAFECRACKER LIGHT MASK	1
20	PE3317	LED CENTER	1
21	PE3335	SAFECRACKER/CLIFFHANGER SIDE	2
22	PE3336	PLINKO DIVIDER SHORT	1
23	PE3337	PLINKO DIVIDER MED	2
24	PE3338	PLINKO DIVIDER TALL	2
25	PE3340	SAFECRACKER SHIELD	1
26	PE3346	OPEN CLOSE LED PANEL	1
27	PE3348	COIN LEVELER 6P	1
28	PE7332	SAFECRACKER	1
29	SR2011PEX	Standard 2-Phase Stepping Motor 1.65 in. sq. (42 mm sq.)	1
30	SK624	6-32 KEP NUT	20

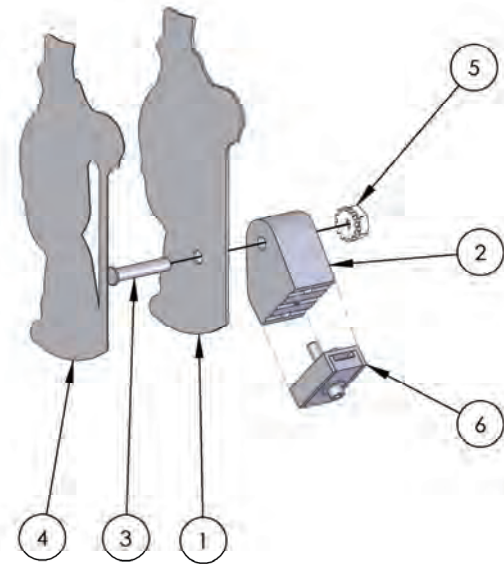
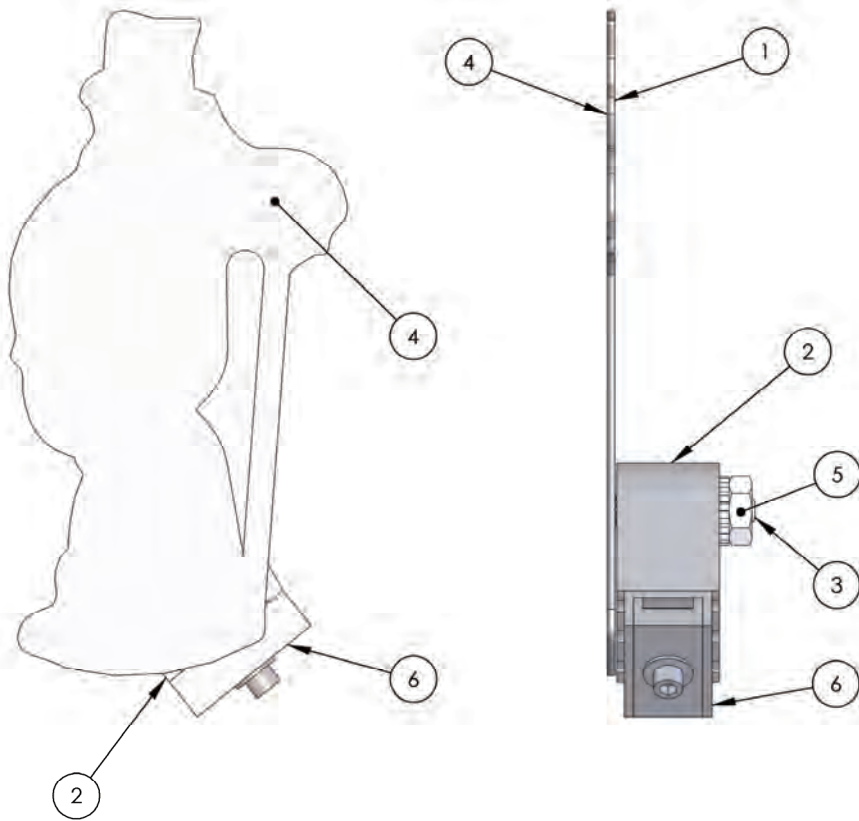


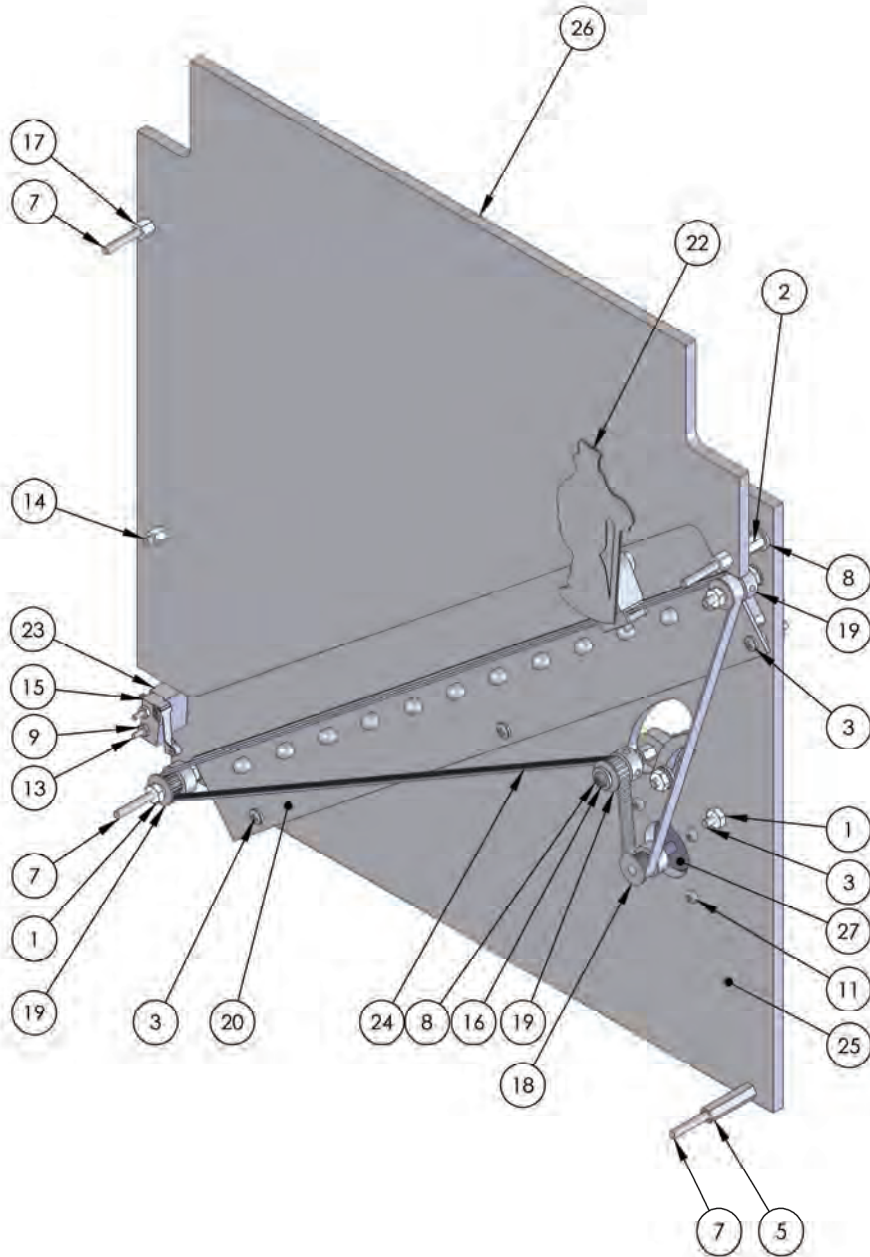


ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	656	FH-632-12 (ZINC)	6
2	6002	6-32 x 1/2" LG. PPHMS	4
3	6127	6-32 x 1 HH METAL SPACER	2
4	6158	#6 FLAT WASHER	6
5	6203	FH-632-20	3
6	6324	#6-32 ACORN NUT	4
7	6686	3/32 X 9/16	44
8	6717	6-32 X 1 3/8 PPHMS	3
9	PC60643	6-32 x 1/4 HH SPACER	12
10	PE2035X	PCBA (OPTO SWITCH)	1
11	PE2038X	PCBA (LED DISPLAY/STEPPER DRIVER)	1
12	PE2380LX	HARNESS (STAIRS PCB COM)	1
13	PE3335	SAFECRACKER/CLIFFHANGER SIDE	2
14	PE3336	PLINKO DIVIDER SHORT	2
15	PE3337	PLINKO DIVIDER MED	2
16	PE3338	PLINKO DIVIDER TALL	1
17	PE3339	CLIFFHANGER SHIELD	1
18	PE3348	COIN LEVELER 6P	1
19	PE7334	CLIFFHANGER	1
20	PE7341X	CLIFFHANGER MECH ASSEMBLY	1
21	SK624	6-32 KEP NUT	9

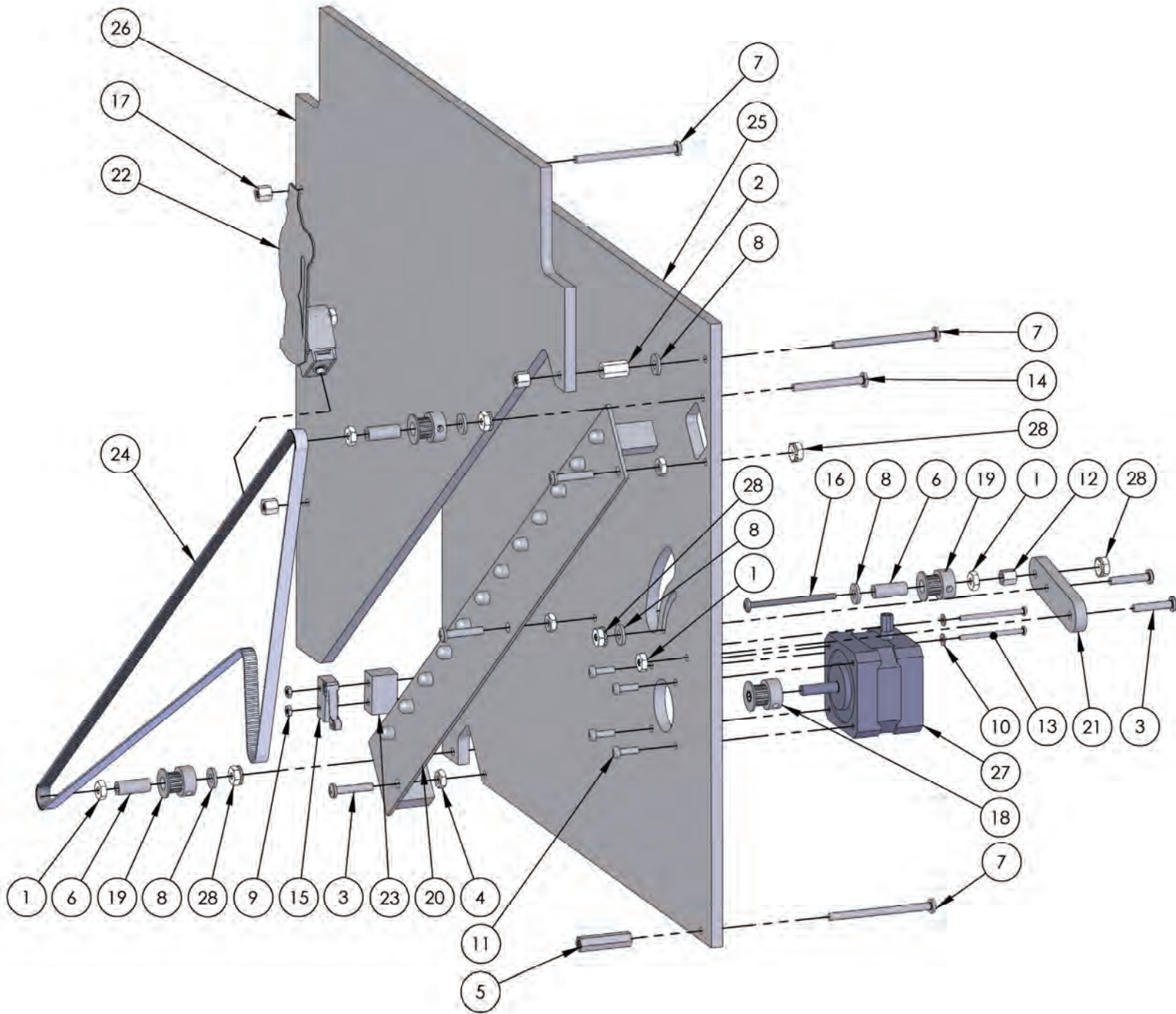


ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	PE3345	CLIMBER	1
2	PE3343	CLIMBER BASE	1
3	656	6-32 x 3/4 PEM STUD (ROHS) (FH-632-12Zl)	1
4	PE7345	CLIMBER	1
5	SK624	6-32 KEP NUT	1
6	PE1358	BELT CLAMP .250 X .080	1

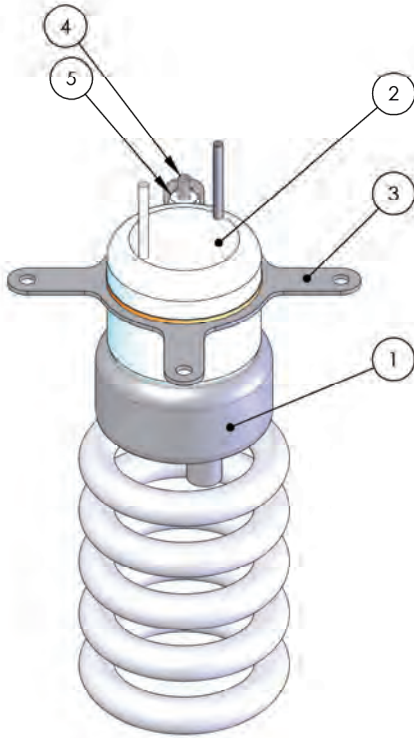




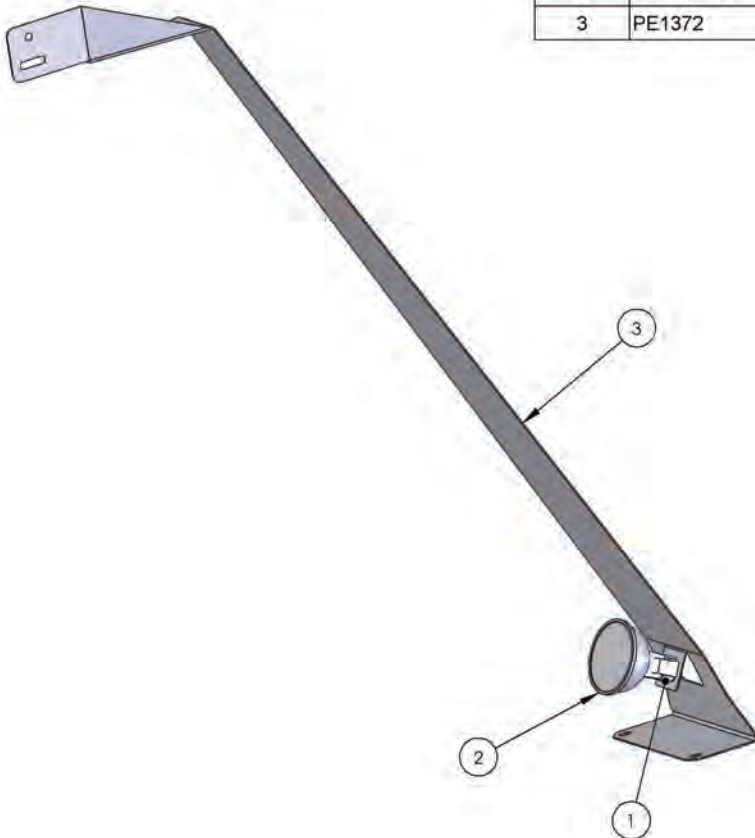
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	6002A	6-32 NYLOCK NUT	4
2	644	6-32 x 1/2 HH SPACER 14HTSP008	3
3	6073	6-32 x 3/4 PPHMS	5
4	6097 6-32 HEX NUT	6-32 HEX NUT	3
5	643	6-32 x 1" HH SPACER	1
6	6135	1/4 X 5/8 #6 NYLON BUSHING	3
7	6146	6-32 x 2" LG. PPHMS	4
8	6158	#6 FLAT WASHER	7
9	6249	2-56 HEX NUT	2
10	6336	#2 FLAT WASHER ZINC	2
11	6367	B18.6.7M - M3 x 0.5 x 10 Type I Cross Recessed PHMS --10N	4
12	6412	6-32 x 1/4" ALUM HEX SPACER	1
13	6716	2-56 X 1.25 PHPMS	2
14	6717	6-32 X 1 3/8 PPHMS	2
15	8422PEX	MICROSWITCH	1
16	PC60628	6-32X1 3/4 PRHMS	1
17	PC60643	6-32 x 1/4 HH SPACER	3
18	PE1355	PULLEY (SMALL)	1
19	PE1357	PULLEY (LARGE)	3
20	PE2037X	PCBA (LED STAIRS)	1
21	PE3342	BELT TENSIONER ARM	1
22	PE3345X	CLIMBER ASSEMBLY	1
23	PE3349	MICROSWITCH STANDOFF	1
24	PE4301	385MXL TIMING BELT .08 X 482	1
25	PE7341	CLIFFHANGER BASE	1
26	PE7344	CLIFFHANGER BACKGROUND	1
27	SR2011PEX	Standard 2-Phase Stepping Motor 1.65 in. sq. (42 mm sq.)	1
28	SK624	6-32 KEP NUT	7

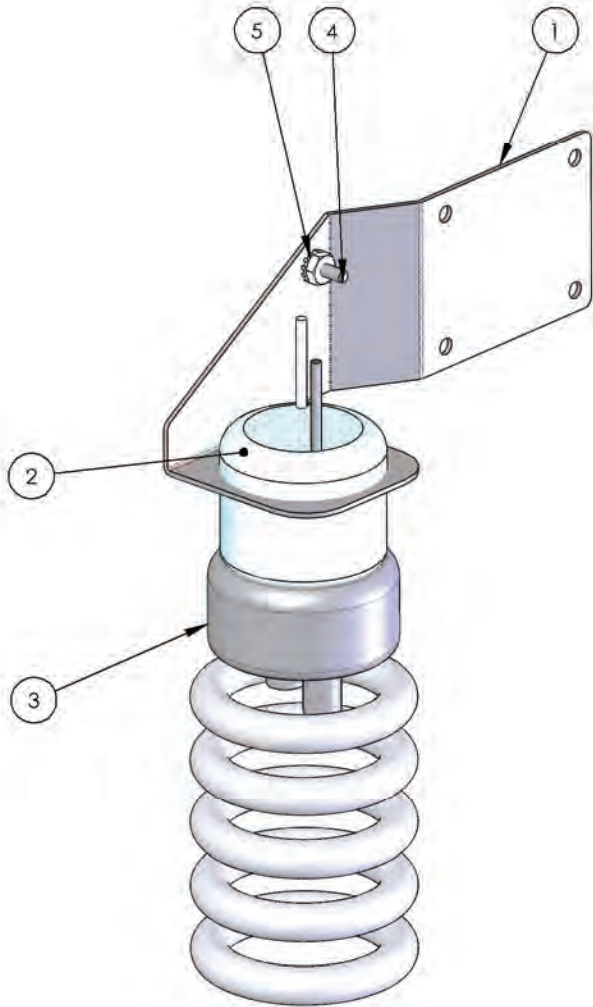


ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	E00477	BULB COMPACT FLUOR SPIRAL 27W 2700K	1
2	SH2130X	ASY (2D BULB SOCKET)	1
3	PE1375	THROUGH HOLE LIGHT BRACKET	1
4	PEM FH-632-8 X--N		1
5	SK624	6-32 KEP NUT	1

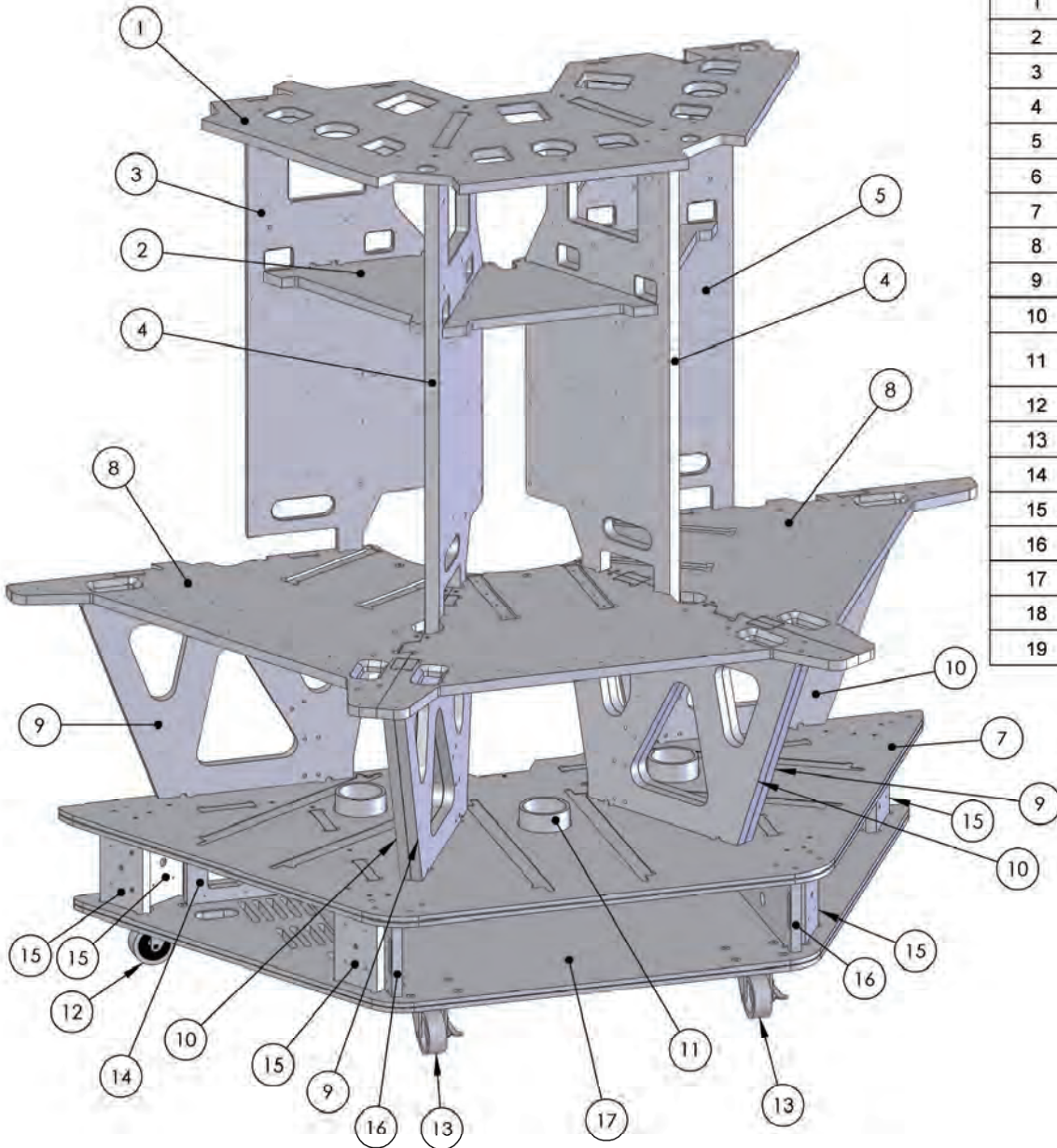


ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	8520		1
2	CR100110	BULB HALOGEN (12V/20W 36/38 DEG) (VC0157)	1
3	PE1372	PLAYFIELD LIGHT MTG. PLATE	1





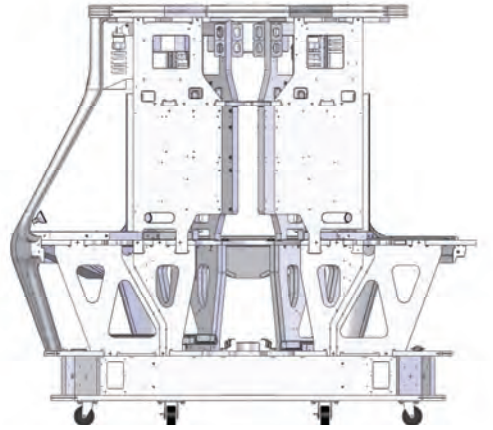
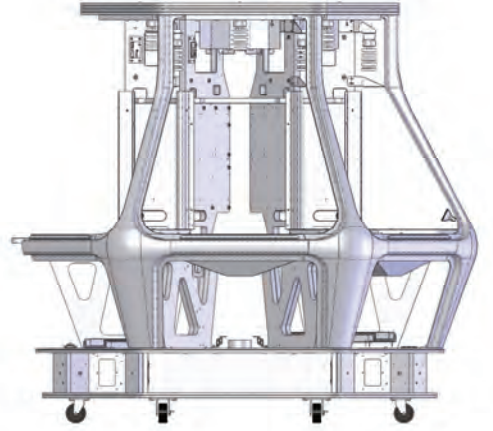
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	PE1374	ANGLE LIGHT BRACKET	1
2	SH2130X	ASY (2D BULB SOCKET)	1
3	E00477	BULB COMPACT FLUOR SPIRAL 27W 2700K	1
4	PEM FH-632-8 X-N		1
5	SK624	6-32 KEP NUT	1

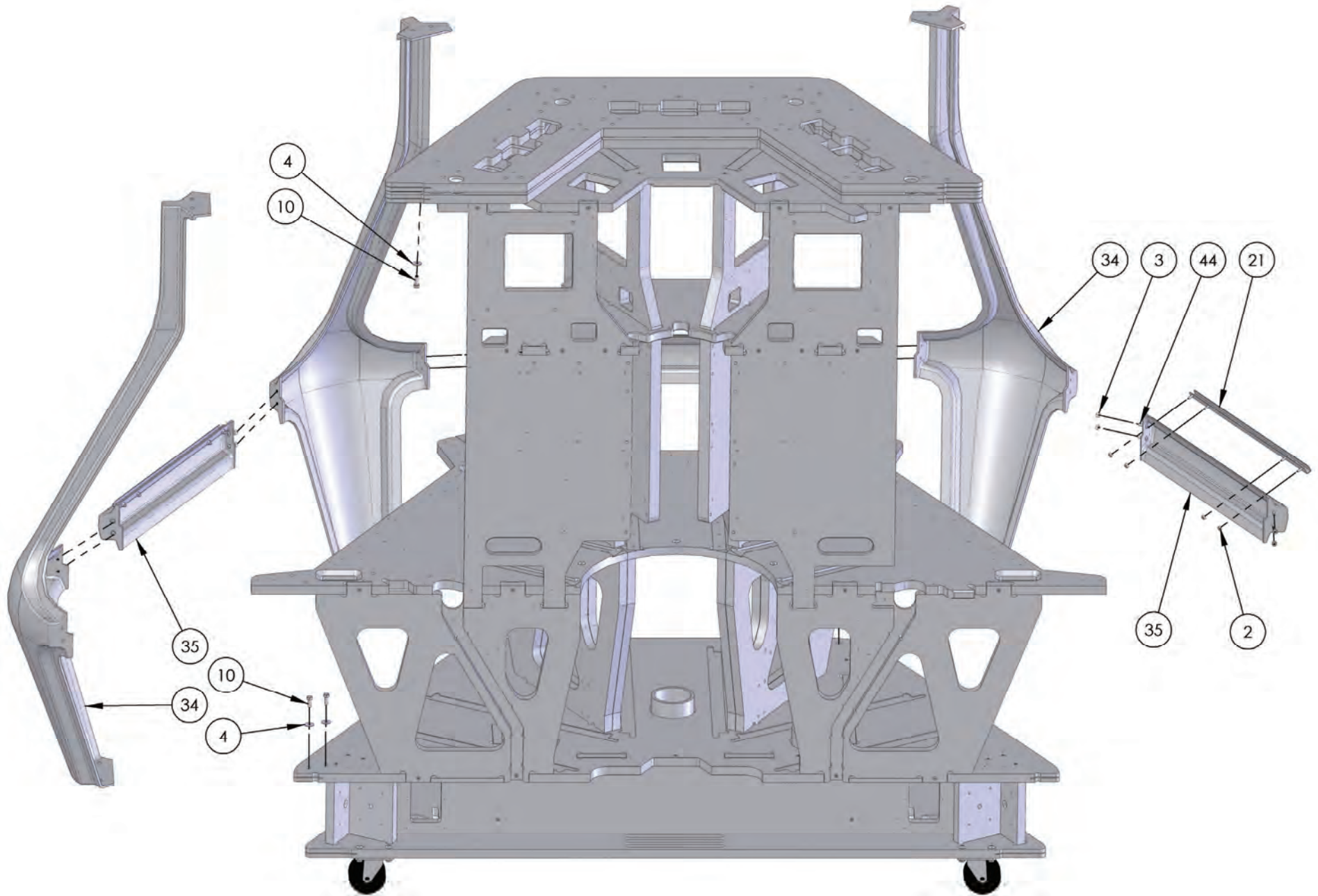


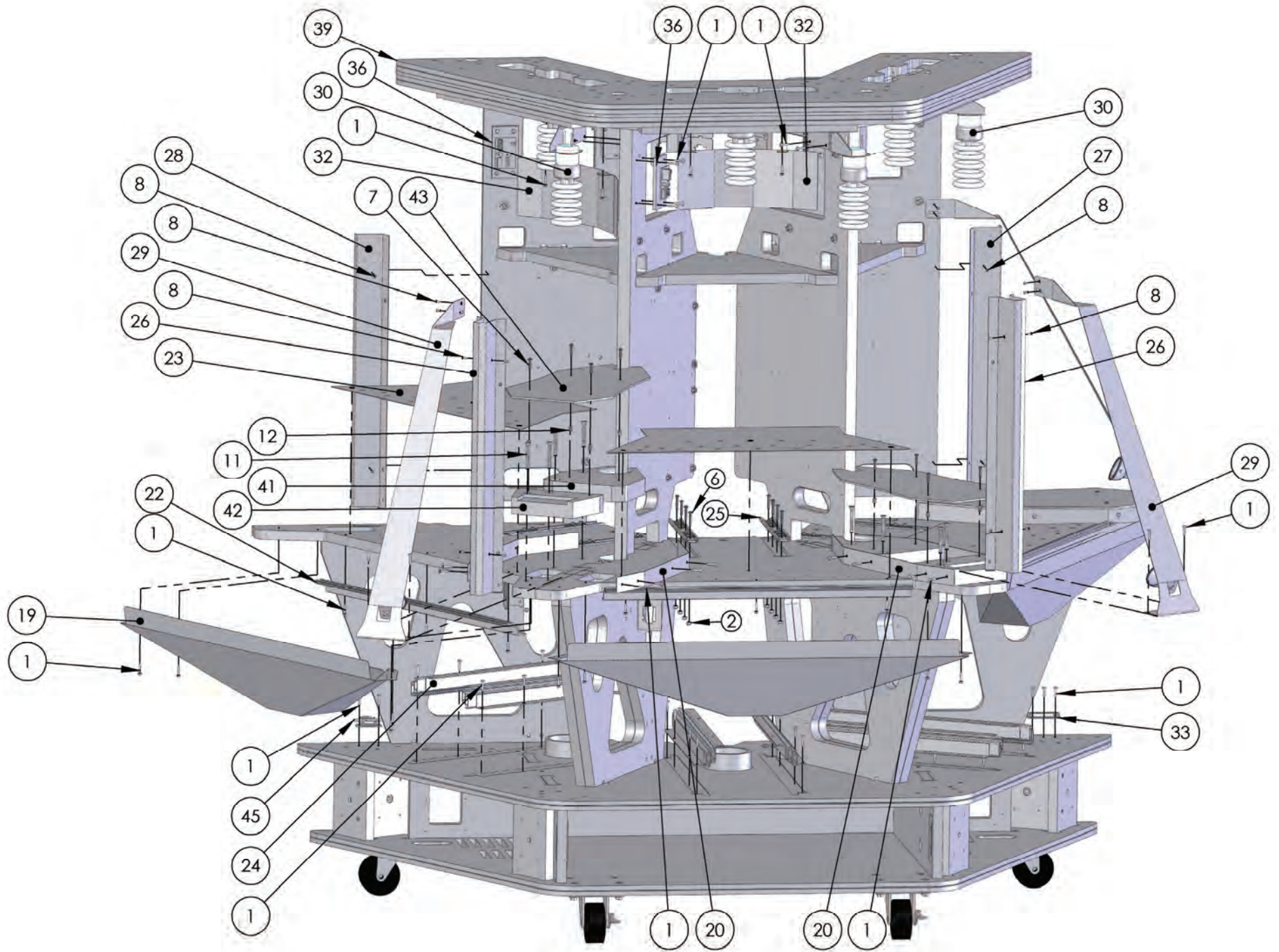
ITEM NO.	PART NUMBER	DESCRIPTION	MATERIAL	QTY.
1	PE3362	CABINET CEILING	.75 MDO	1
2	PE3364	CABINET UPPER DECK	.75 MDO	1
3	PE3365	CABINET UPPER DIVIDER L	.50 MDF	1
4	PE3366	CABINET UPPER DIVIDER MID	1.00 MDF	2
5	PE3367	CABINET UPPER DIVIDER R	.50 MDF	1
6	#8	SQ. DRIVE WOOD SCREW		95
7	PE3363	CABINET UPPER FLOOR	.75 MDO	1
8	PE3353	PLAYFIELD DECK	MDO	3
9	PE3360	CABINET LOWER DIVIDER L, R	.75 MDF	3
10	PE3361	CABINET LOWER DIVIDER R	.75 MDF	3
11	PE3309	COIN PIPE	PVC 3" SCHEDULE 40 STRAIGHT PIPE	3
12	HD1052	CASTER (3" SWIVEL)		2
13	CG1052	3" LOCKING CASTER WHEEL		2
14	PE3350	BASE REAR PANEL	.75 MDO	1
15	PE3352	BASE CLEAT	.75 MDO	6
16	PE3351	BASE CASHBOX SIDE	.75 MDO	2
17	PE3354	BASE FLOOR	.75 MDO	1
18	PC60631	025-20 CABINET INSERT (J50115)		45
19	#8	SQ. DRIVE WOOD SCREW		4

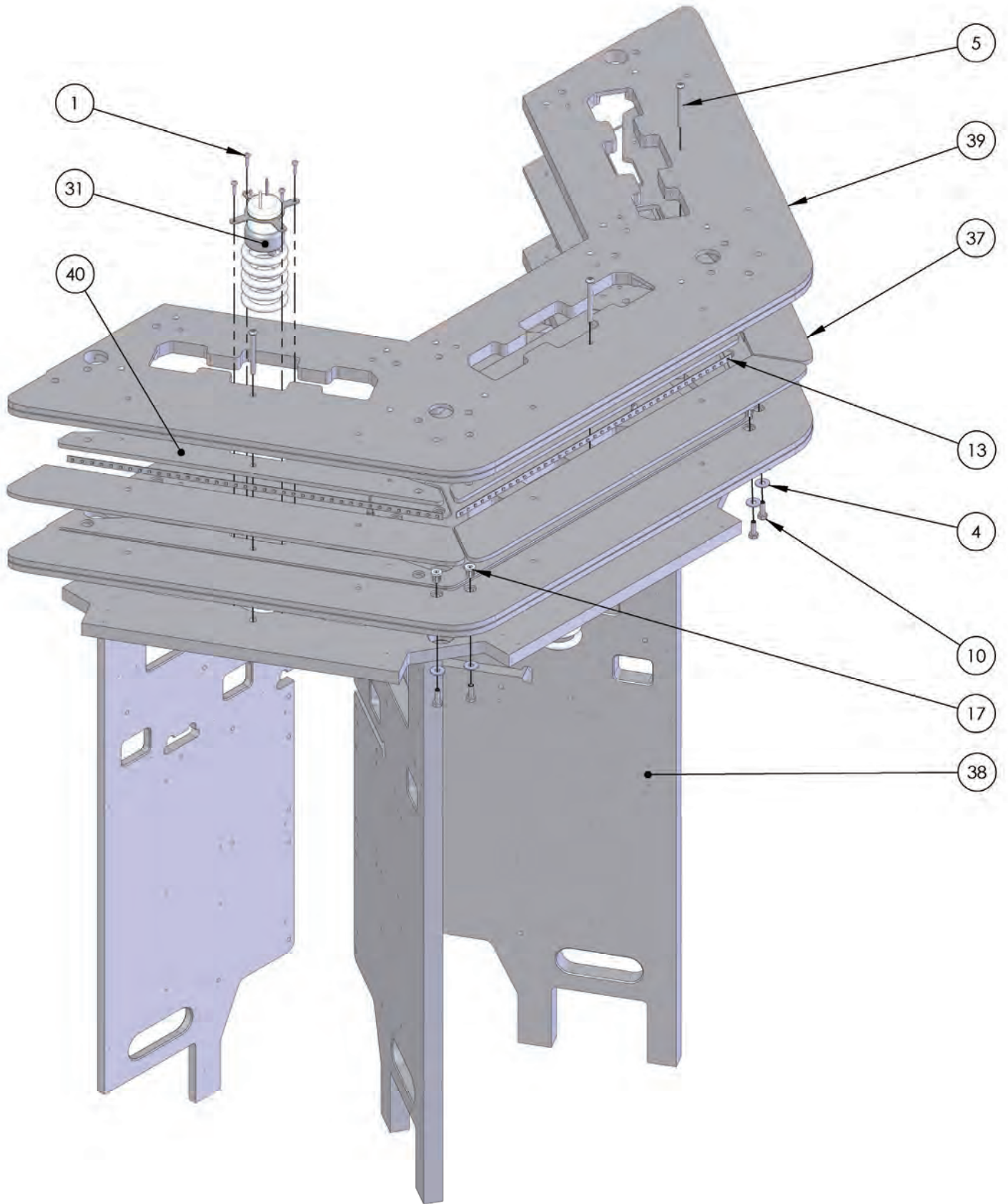
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	655	#8 x 3/4 SQ. DRIVE (BLACK)	126
2	6072	8-32 NYLOCK NUT	36
3	6086	HJNUT 8-32	12
4	6212	1/4 x 3/4 FLAT WASHER BLACK (USS)	15
5	6227	1/4-20 x 2 1/2 BSHCS	3
6	6238	BHCS, #8-32 x 1" LG. (BLACK OXIDE)	24
7	6250	BHCS #8-32 x 75" LG. (BLACK)	12
8	6380	#4 x 3/8" PH PAN TY AB SCREW	42
9	6380	#4 x 3/8" PH PAN TY AB SCREW	4
10	6386	1/4-20 X 3/4 HH BOLT	15
11	6466	1/4-20 X 2 FHMS	12
12	6493	8-32 X 25/64 THREADED INSERT	12
13	E00414APEX	ASY (BLUE 33 LED TAPE STRIP)	3
14	E00434	CABLE TIE HOLDER BARBED	48
15	E02105	MOUNT PLATE FOR 12 CIRCUIT CAP	15
16	E02367	MOUNT PLATE FOR 15 CIRCUIT CAP	3
17	PC60631	025-20 CABINET INSERT (J50115)	5
18	PE1071	ARCHED LOCK PLATE	2
19	PE1313	COIN FUNNEL	3
20	PE1320	PLAYFIELD SIDE (NO H. HOLE)	6
21	PE1328	GLASS TRIM	3
22	PE1330	COIN EDGE	3
23	PE1343	DECK	3
24	PE1350	DRAWER SLIDE 18"	6
25	PE1360	LINEAR SLIDE 230MM	6
26	PE1361	PLAYFIELD DIVIDER, VERTICAL (6 P)	2

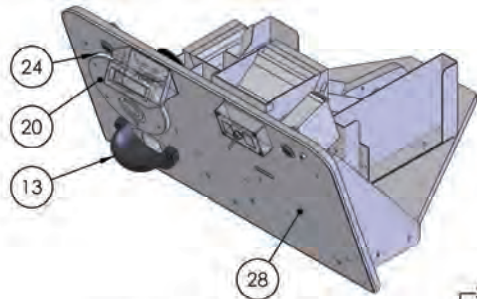
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
27	PE1362	PLAYFIELD DIVIDER, VERT. RIGHT (6P)	1
28	PE1363	PLAYFIELD DIVIDER, VERT. LEFT (6P)	1
29	PE1372X	PLAYFIELD LIGHT ASSEMBLY	3
30	PE1374X	ANGLE LIGHT BRACKET ASM	3
31	PE1375X	THROUGH HOLE LIGHT BRACKET	3
32	PE1376	LIGHT REFLECTOR	3
33	PE1378	LATCH PLATE	1
34	PE3001	FIBERGLASS CORNER	3
35	PE3002	FIBERGLASS RAIL	3
36	PE3220X	SHARK OPTP ASSEMBLY	3
37	PE3326	CABINET TOP LITE LAYER	3
38	PE3350CX	HALF CABINET	1
39	PE3358	CABINET TOP	2
40	PE3359	CABINET TOP MIDDLE	3
41	PE3368	PLAYFIELD SIDE SPACER A	3
42	PE3369	PLAYFIELD SIDE SPACER B	3
43	PE7308	PLAYFIELD SIDE TRIM	3
44	SBHCSCREW 0.19- 24x0.75-HX-N	5/16-18 x .75" LG. BSHCS	12
45	WA1051	LATCH V4-0006-02	1



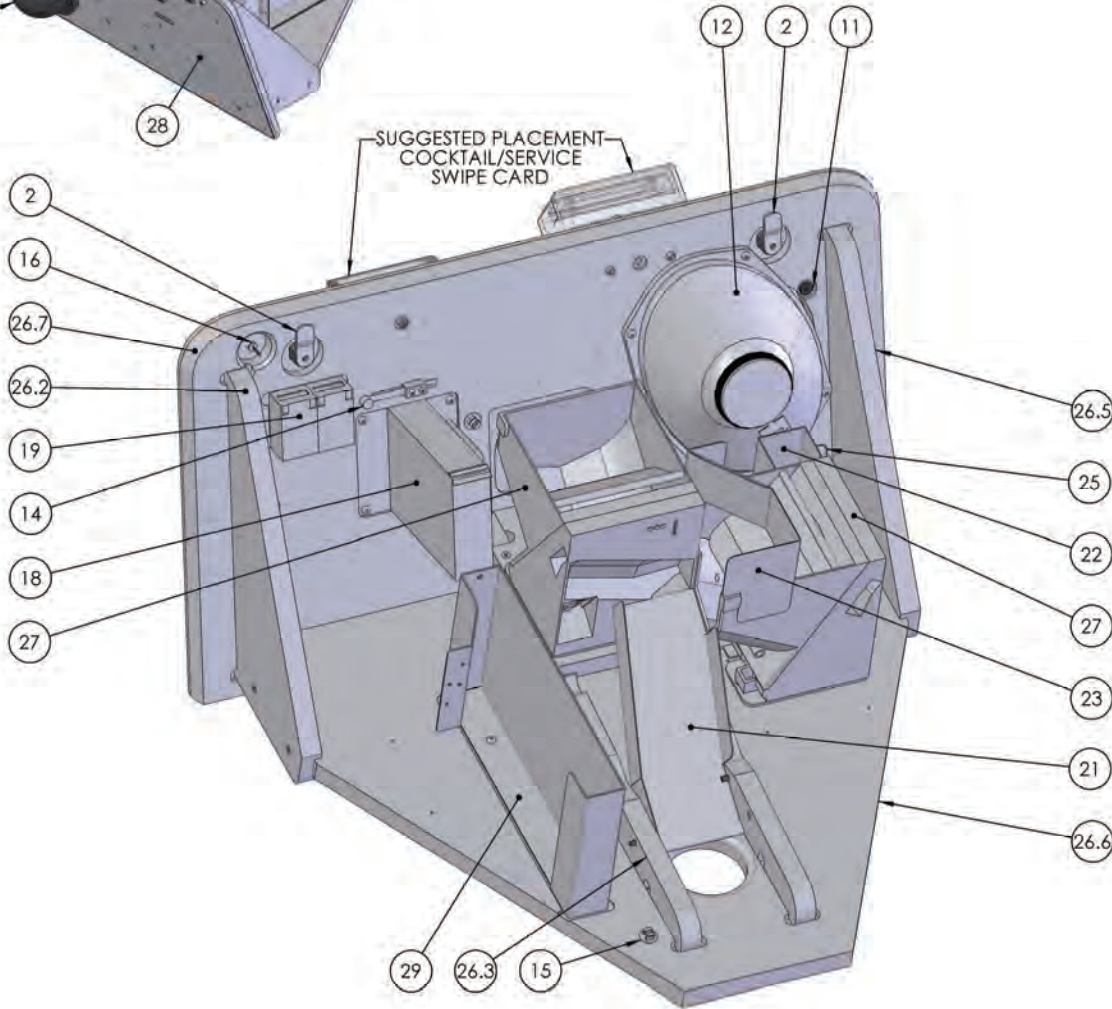




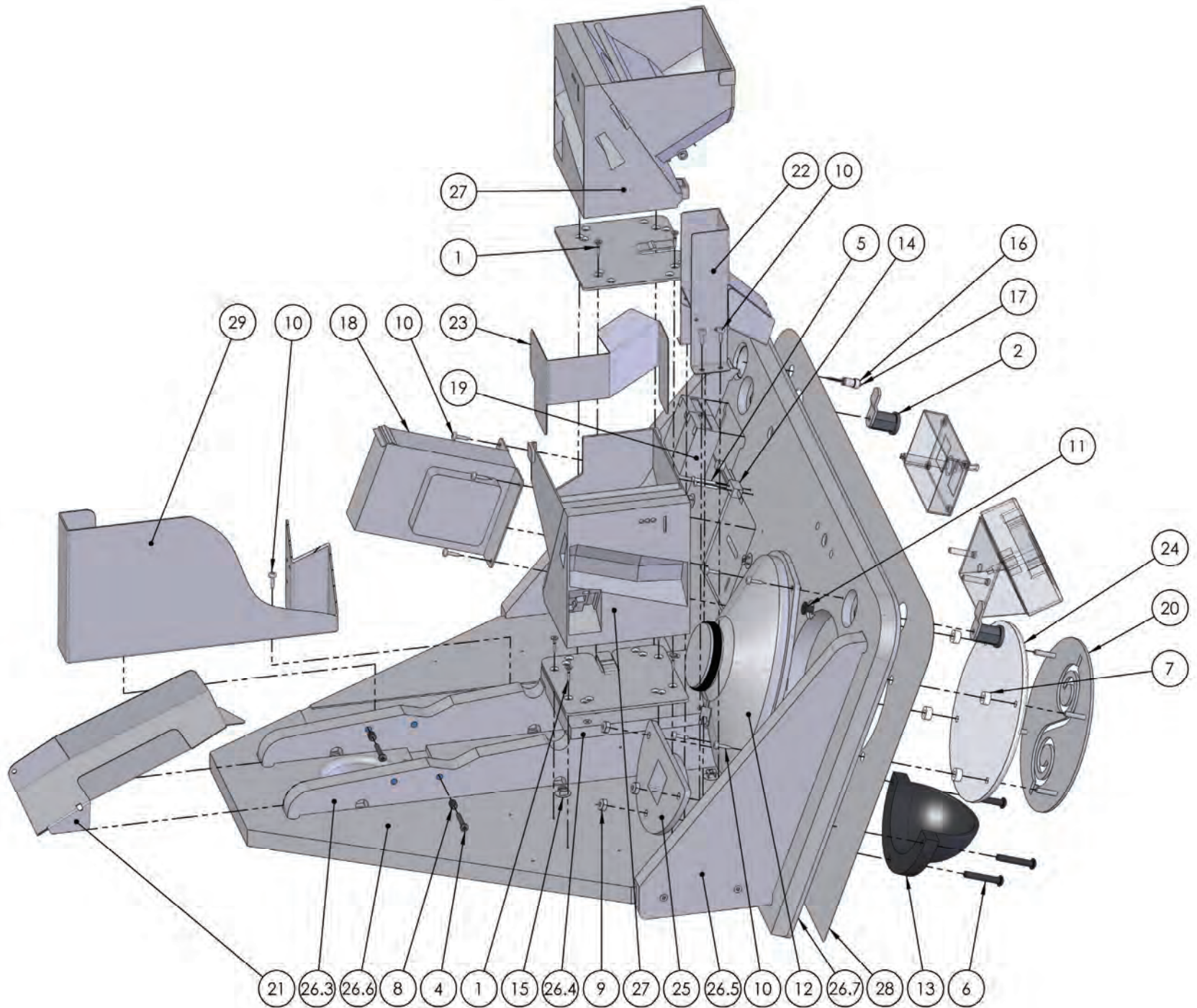


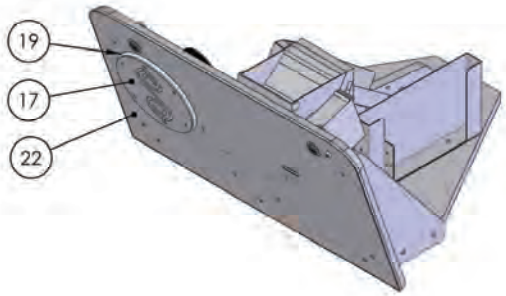


SWIPE CONFIG.

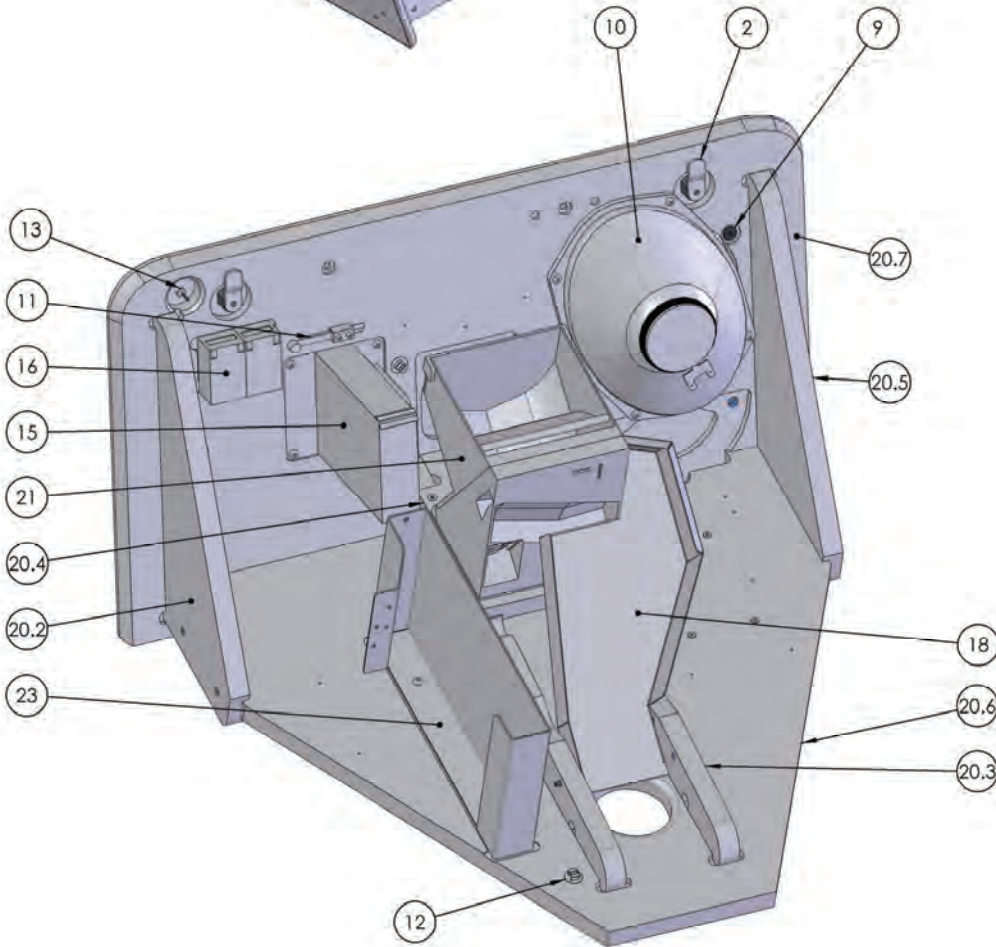


ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	#6	SQ. DRIVE WOOD SCREW	8
2	5014	7/8" CAMLOCK	2
3	6061	B-32 CAB INSERT (J-50111)	1
4	6177	#B-32 x 1" LG PPHMS	2
5	6189	#4 x 1" LG. PH PAN TY AB SCREW	2
6	6213	1/4-20 x 1-1/2" LG. BSHCS (BLACK SEC.)	3
7	6305	SPACER, NYLON 1/2x 260x 1/4L	4
8	6493	B-32 X 25/64 THREADED INSERT	2
9	6503	1/4-20 NYLOCK NUT (LOW PROFILE)	3
10	6555	#8 x 5/8 SQ. DRIVE (SILVER)	16
11	6600	10-24 x 17/32" LG. JOINT CONNECTOR NUT (STAFAST)	4
12	cr2007	6 X 9 SPEAKER	1
13	CRO502559	COIN REJECT CUP (GRAND SLAM)	1
14	CR1050	SLAM SWITCH	1
15	E00434	CABLE TIE HOLDER BARBED	9
16	E01017	B212 LED HOLDER	1
17	ED8212	(ROHS) LED RED FLASHING	1
18	HH5005	TICKET DISPENSER (ENTROPY)	1
19	PC20224	COUNTER 12V	2
20	PE1150	PLINKO SPEAKER COVER	1
21	PE1351	CASH BOX FUNNEL	1
22	PE1352	SWIPE FUNNEL	1
23	PE1359	OVERFLOW GUARD	1
24	PE3005	SPEAKER LIGHT FILTER	1
25	PE3324	SWIPE CUP FLANGE	1
26	PE3357CX	DRAWER CABINET ASSEMBLY	1
26.1	#8	SQ. DRIVE WOOD SCREW	25
26.2	PE3374	DRAWER SIDE	1
26.3	PE3375	DRAWER MIDDLE	2
26.4	PE3371	HOPPER SHELF	1
26.5	PE3373	DRAWER SIDE	1
26.6	PE3372	DRAWER FLOOR	1
26.7	PE3357	DRAWER FRONT	1
27	PE5002	HOPPER (PARALLEL)	2
28	PE7359	DRAWER DECAL (SWIPE)	1
29	WS1022	TICKET BIN	1



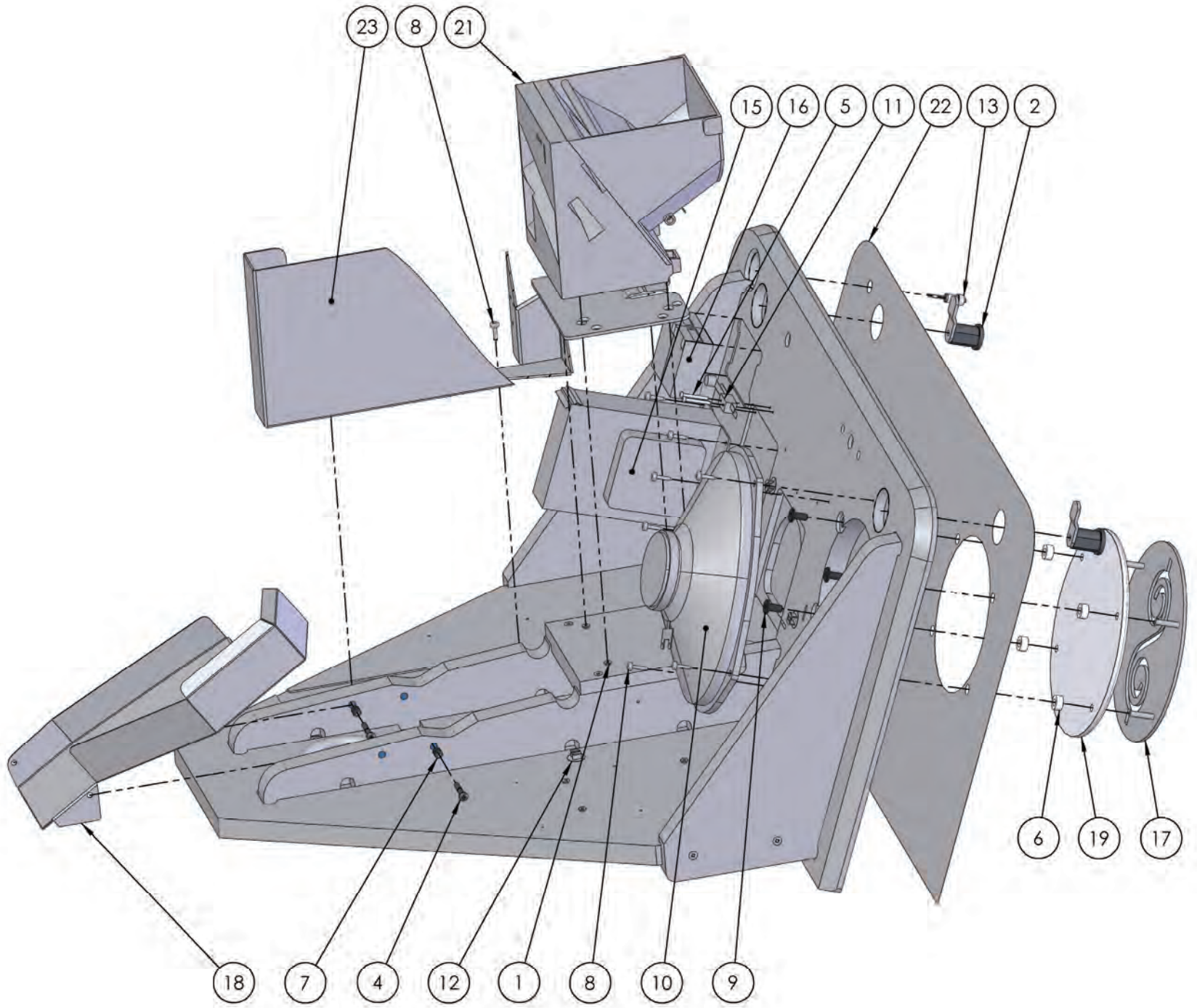


TICKET CONFIG.



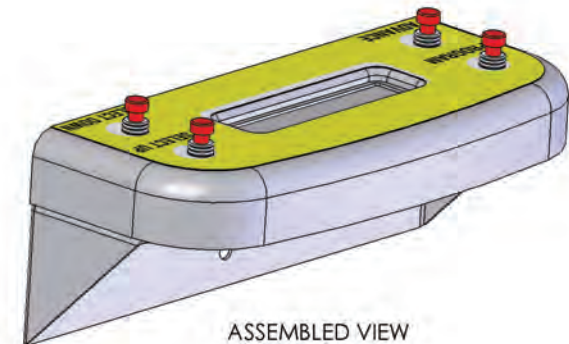
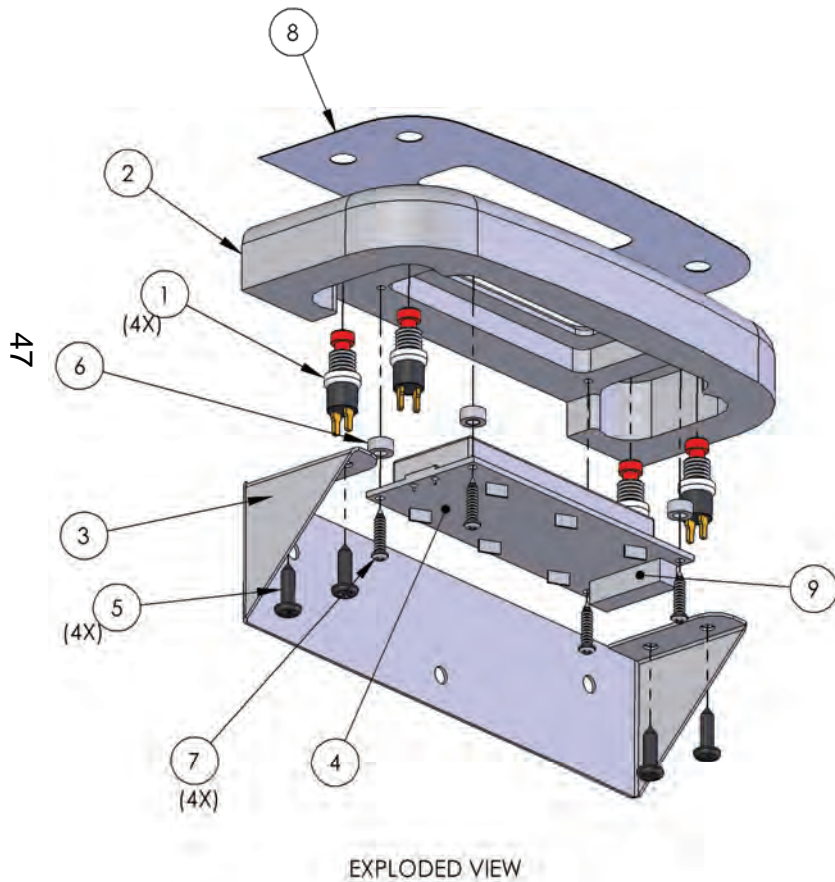
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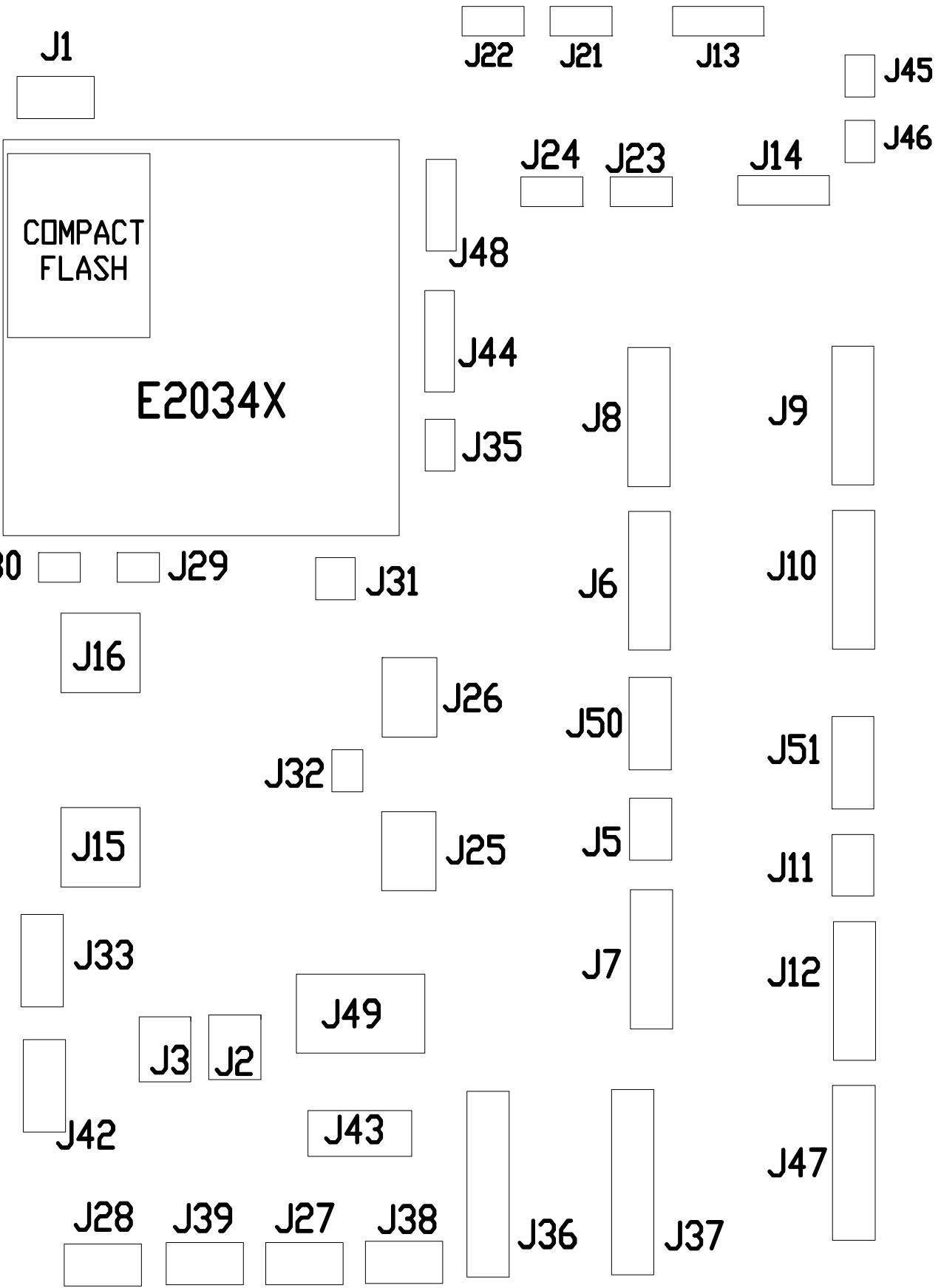
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	#6	SQ. DRIVE WOOD SCREW	8
2	5014	7/8" CAMLOCK	2
3	6061	8-32 CAB INSERT (J-50111)	6
4	6177	#8-32 x 1" LG PPHMS	2
5	6189	#4 x 1" LG. PH PAN TY AB SCREW	2
6	6305	SPACER, NYLON 1/2x.260x1/4L	4
7	6493	8-32 X 25/64 THREADED INSERT	2
8	6555	#8 x 5/8 SQ. DRIVE (SILVER)	12
9	6600	10-24 x 17/32" LG. JOINT CONNECTOR NUT (STAFAST)	4
10	or2007	6 X 9 SPEAKER	1
11	CR1050	SLAM SWITCH	1
12	E00434	CABLE TIE HOLDER BARBED	9
13	E01017	8212 LED HOLDER	1
14	E08212	(ROHS) LED RED FLASHING	1
15	HH5005	TICKET DISPENSER (ENTROPY)	1
16	PC20224	COUNTER 12V	2
17	PE1150	PLINKO SPEAKER COVER	1
18	PE1356	CASH BOX FUNNEL (TICKET OUT)	1
19	PE3005	SPEAKER LIGHT FILTER	1
20	PE3357CX	DRAWER CABINET ASSEMBLY	1
20.1	#8	SQ. DRIVE WOOD SCREW	25
20.2	PE3374	DRAWER SIDE	1
20.3	PE3375	DRAWER MIDDLE	2
20.4	PE3371	HOPPER SHELF	1
20.5	PE3373	DRAWER SIDE	1
20.6	PE3372	DRAWER FLOOR	1
20.7	PE3357	DRAWER FRONT	1
21	PE5002	HOPPER (PARALLEL)	1
22	PE7357	DRAWER DECAL (TICKET)	1
23	WS1022	TICKET BIN	1



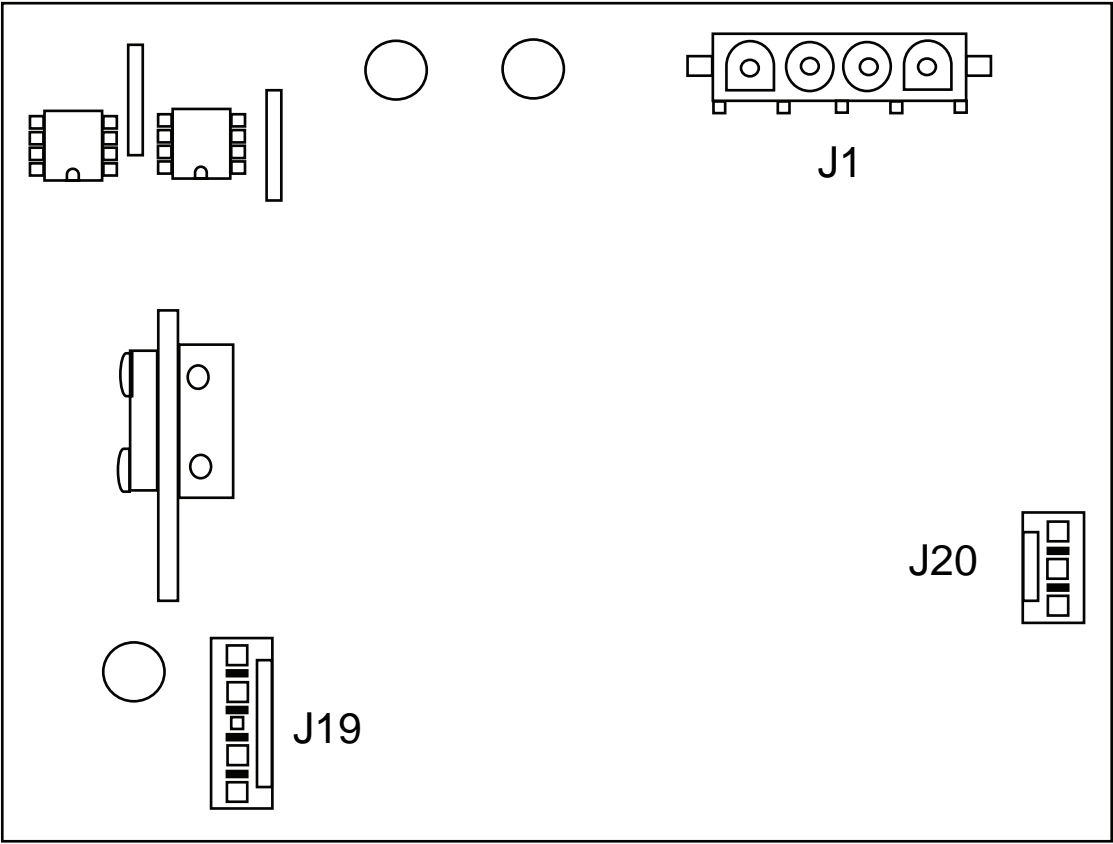
ASSEMBLIES AND DIAGRAMS - PE3011X

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	2289X	ASY (RESET BUTTON)	4
2	PE3011	PROGRAMMING PANEL FACE	1
3	PE1096	PROGRAMMING PANEL BRACKET	1
4	E00433	LCD Module 16 x 2	1
5	6071	#6 x 1/2" LG. SELF-TAP (BLACK)	4
6	6294	Nylon Spacer	4
7	6199	#2 X 1/2" LG. PPHMS	4
8	PE7158	DECAL - PROGRAMMING ASSY	1
9	E00435	HEADER ,100 DUAL ROW 16-PIN ST	1

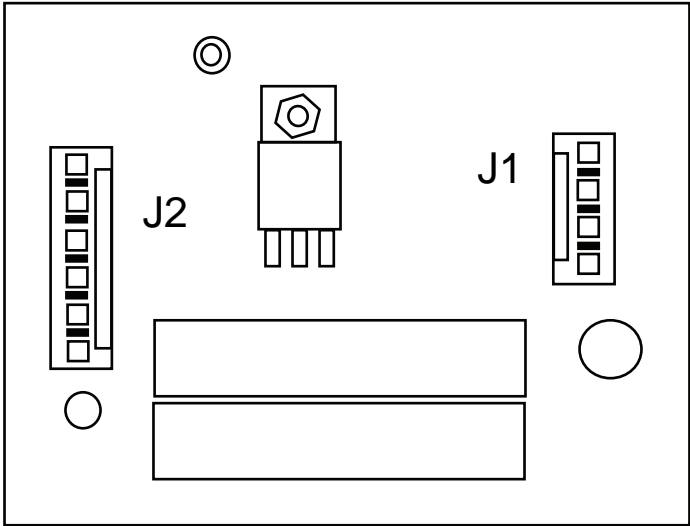




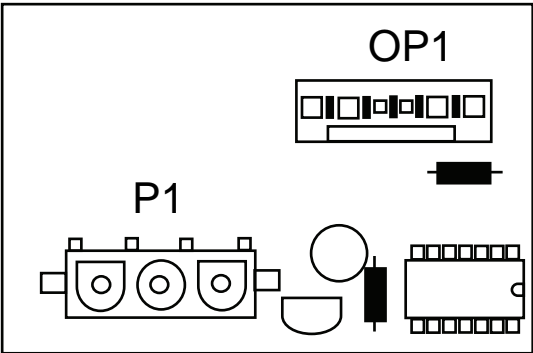
PE2049 - Background Audio Board Layout



PE2010 - +5 Volt DC Regulator Board Layout



Coin Opto Board Layout





1

2

3

4

RIGHT PLAYER STATION

LEFT PLAYER STATION

PE2083MX
WHEEL MECHANISM ASSEMBLY

PE2083MX
WHEEL MECHANISM ASSEMBLY

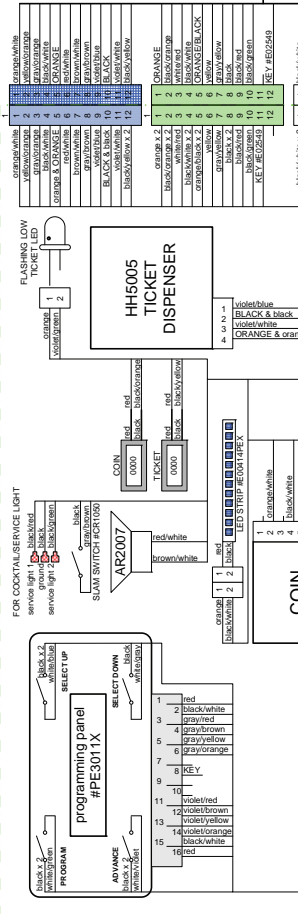
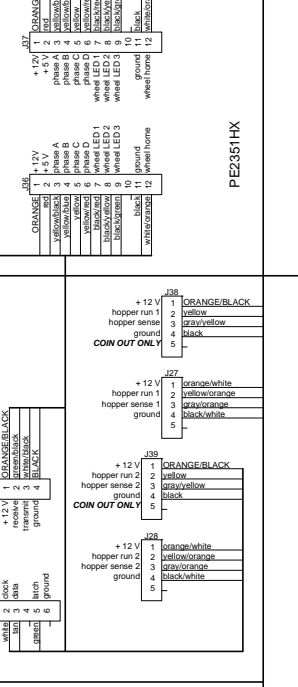
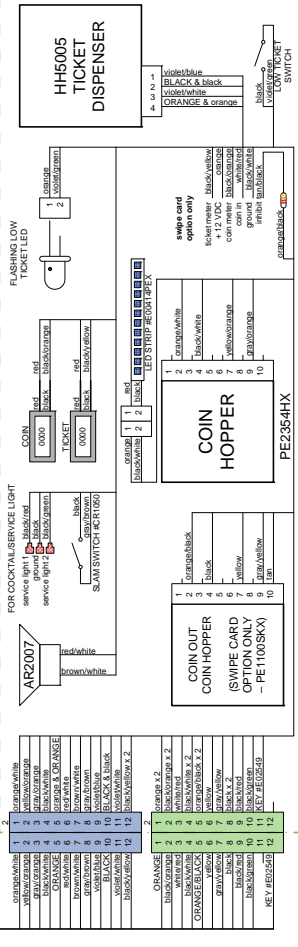
BONUS WHEEL COVER

BONUS WHEEL COVER

PE2034X
MAIN I/O PCB

TO:
1. PE3330X - PLINKO PLAYFIELD
2. PE3332X - SAFECRACKERS PLAYFIELD
3. PE3334X - CLIFFHANGERS PLAYFIELD
SEE APPENDIX A

TO:
1. PE3330X - PLINKO PLAYFIELD
2. PE3332X - SAFECRACKERS PLAYFIELD
3. PE3334X - CLIFFHANGERS PLAYFIELD
SEE APPENDIX A



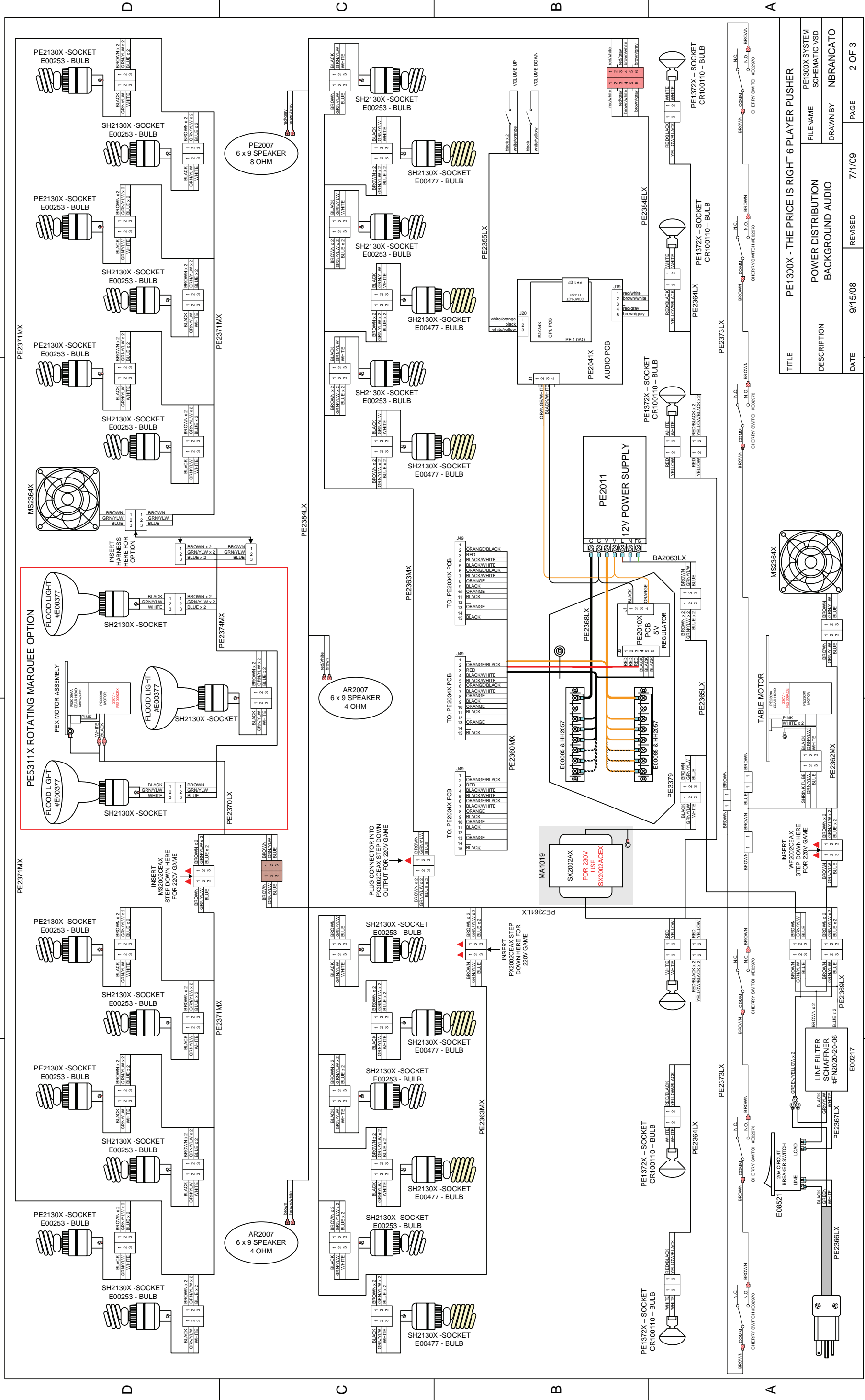
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DESCRIPTION	MAIN LOGIC SCHEMATIC X 3 CLIFFHANGERS / PLINKO / SAFECRACKERS	DRAWN BY	NBRANCATO
DATE	9/15/08	REVISED	7/1/09
PAGE	1 OF 3		

1

2

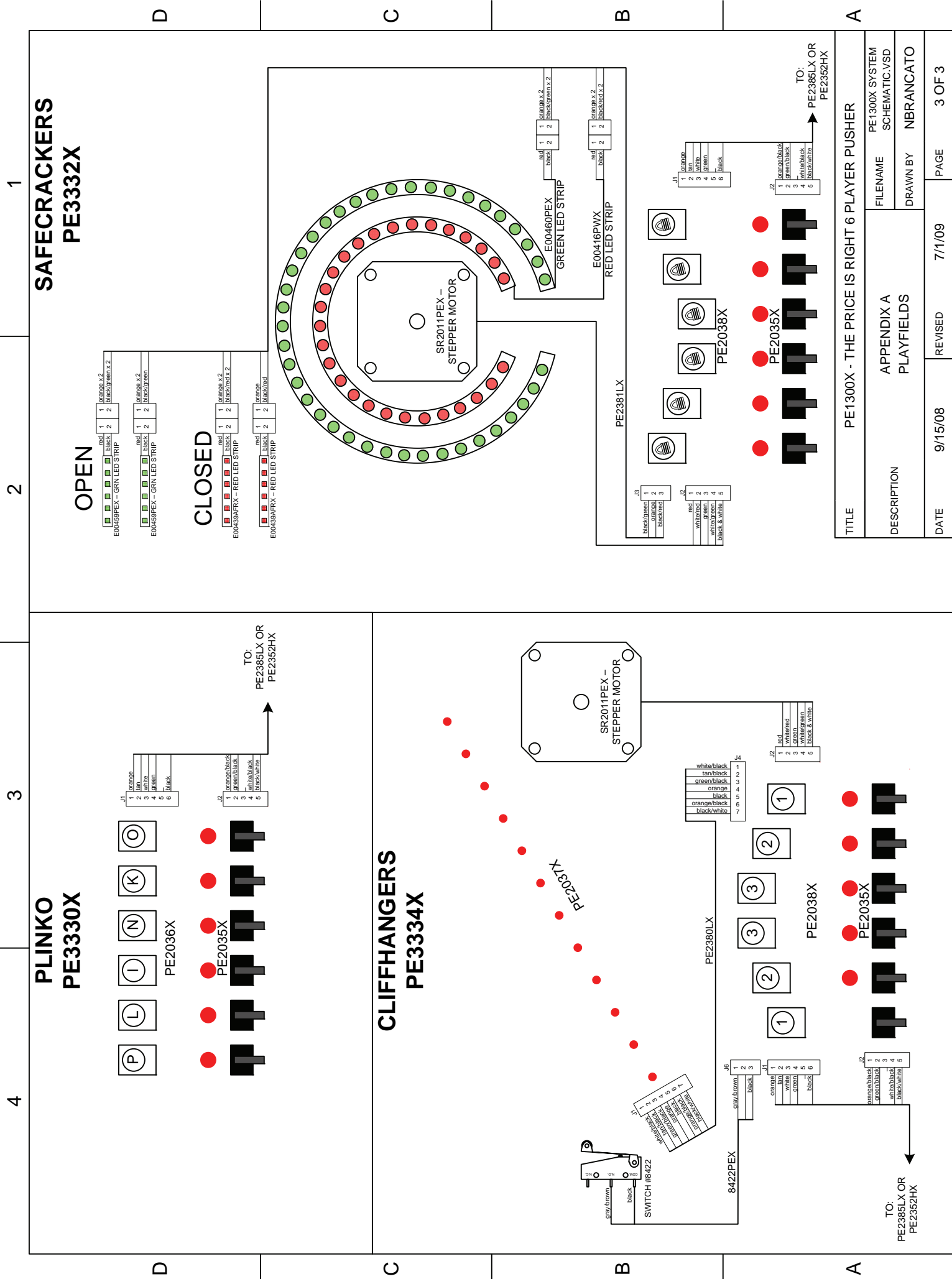
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DESCRIPTION	POWER DISTRIBUTION BACKGROUND AUDIO
DATE	9/15/08
REVISED	7/1/09
PAGE	2 OF 3
FILENAME	PE1300X SYSTEM SCHEMATIC.VSD
DRAWN BY	NBRANCATO

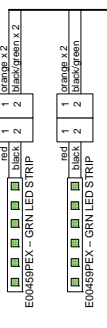
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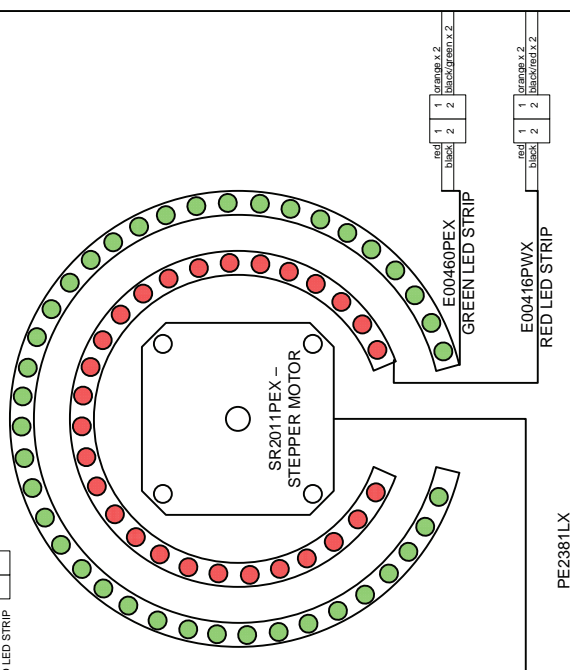
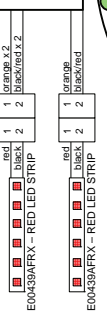
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**SAFECRACKERS
PE3332X**

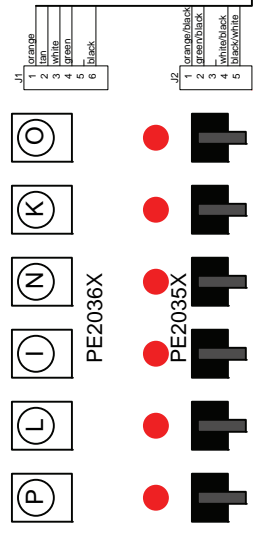
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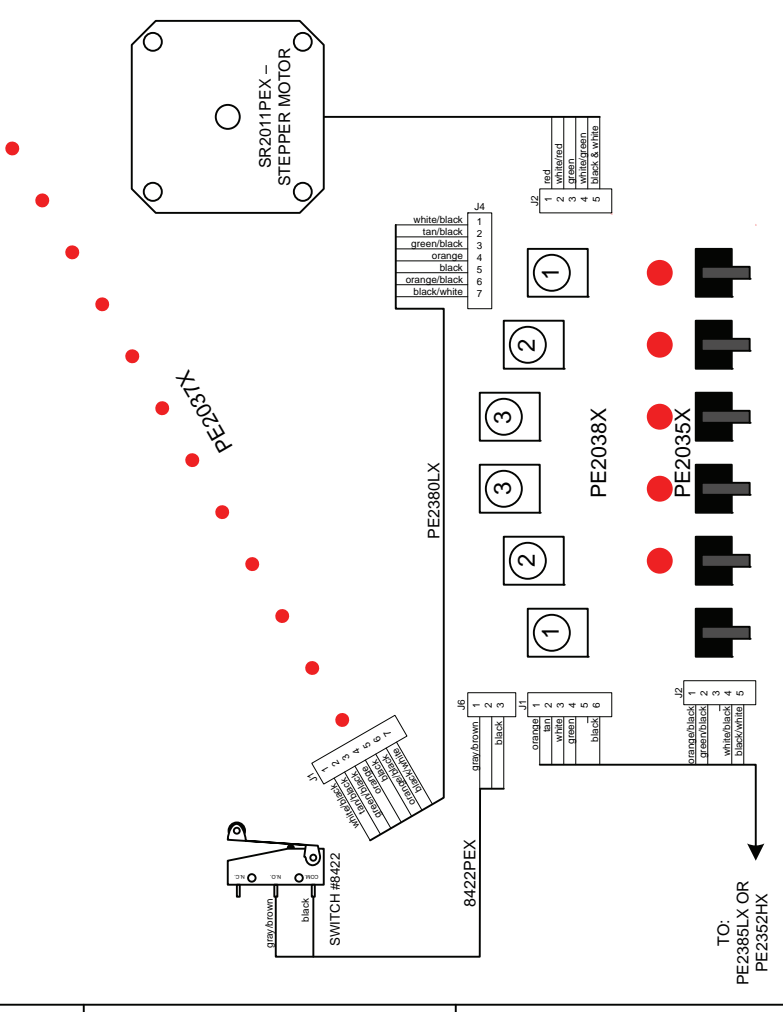
CLOSED



**PLINKO
PE3330X**



**CLIFFHANGERS
PE3334X**



TITLE	PE1300X - THE PRICE IS RIGHT 6 PLAYER PUSHER	
DESCRIPTION	APPENDIX A PLAYFIELDS	PE1300X SYSTEM SCHEMATIC.VSD
DATE	9/15/08	DRAWN BY NBRANCATO
	REVISED	PAGE 3 OF 3

D C B A



Contacts at SEGA

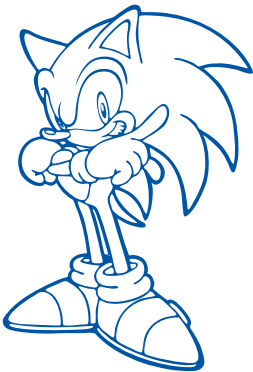


Machine Sales

Telephone: +44 (0) 208 391 8090

Fax: +44 (0) 208 391 8099

www.sega-amusements.co.uk



SEGA Spares

Telephone: +44 (0) 208 391 8060

Fax: +44 (0) 208 391 8096

www.segatotalsolutions.com

Customer Services

Telephone: +44 (0) 208 391 8065

Fax: +44 (0) 208 391 8096