# X FORCE

### MANUALE DI ISTRUZIONI

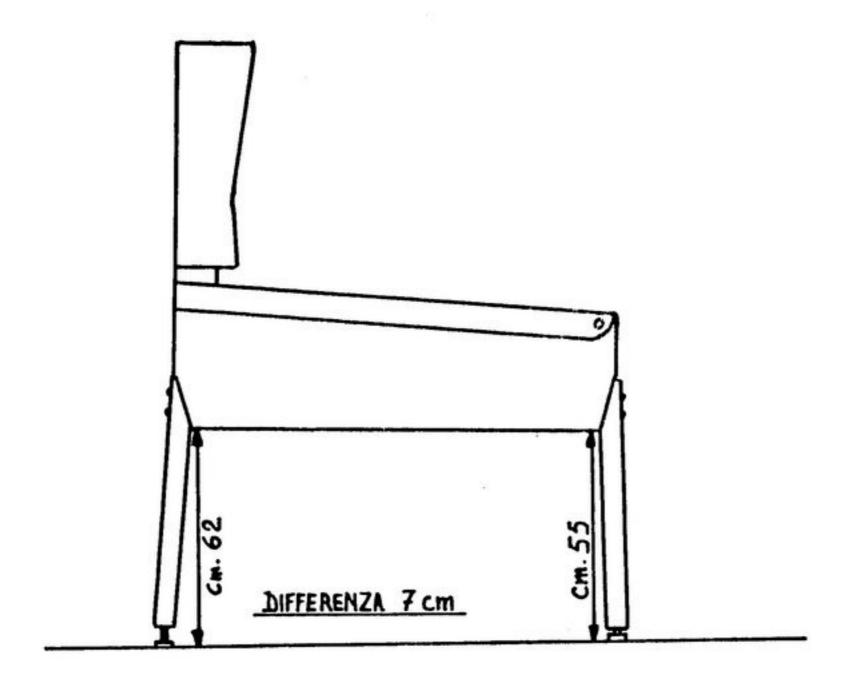
#### INSTRUCTION MANUAL

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#### **ASSEMBLY**

- 1) Fix legs to the cabinet by using proper bolts located inside cash box.
- 2) Pull out power cord with care and put it inside its proper housing. Make sure of knot against wrench.
- Remove elastic belt from lights board and raise the board to the upright position, then fix it by proper sliding bracket to the right hand. Remove backglass and fix light board by proper bolts.
- 4) Adjust pinball inclination as shown by the drawing here below. If legs of different size are utilized, height doesn't correspond but the difference between front and back legs must be 7 cm.
  When high back stool with stereo speakers is mounted, front legs must be 72 cm. maximum, otherwise the two feet of front legs do not fit inside stool housing.

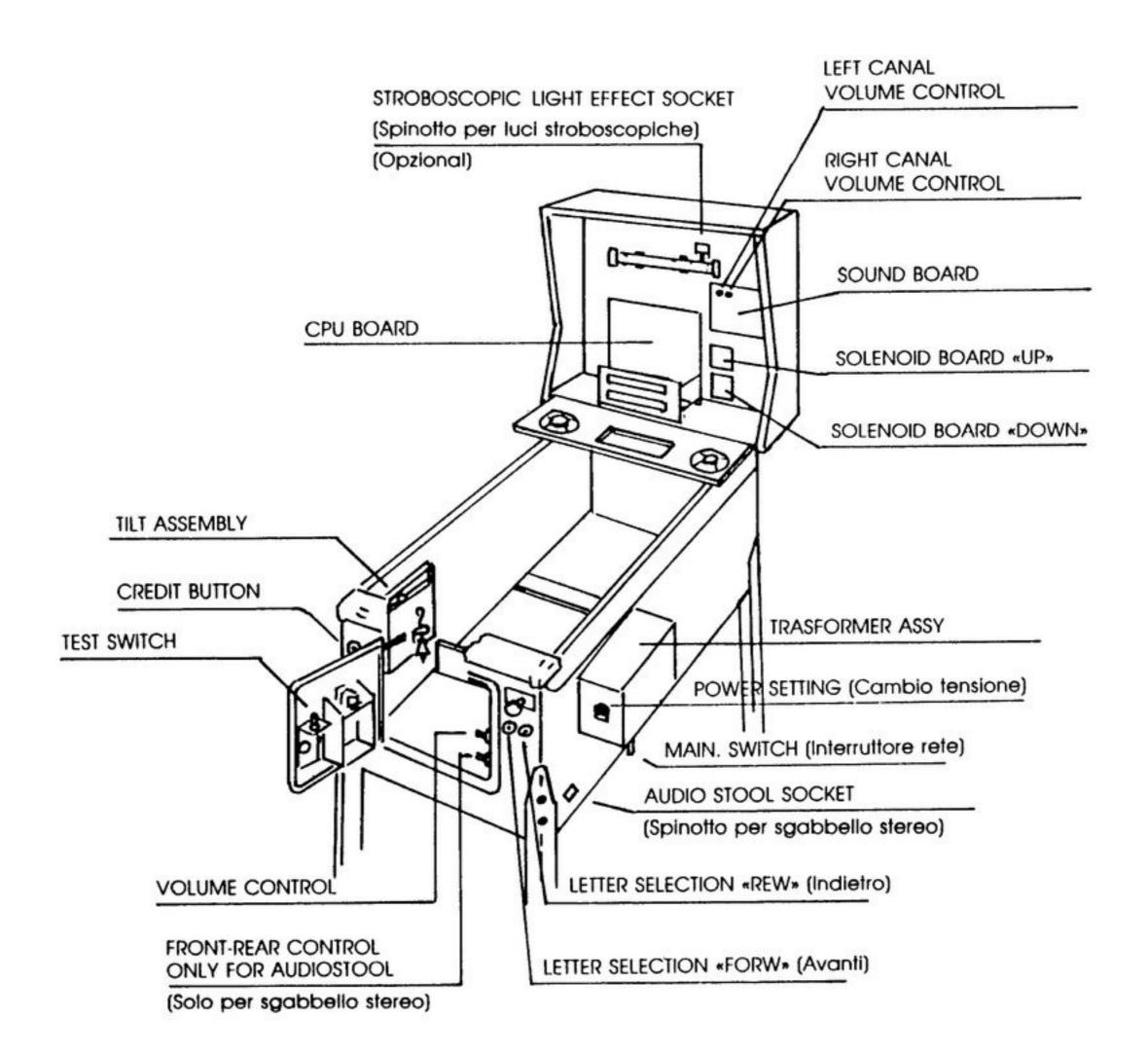


Per un buon funzionamento dell'apparecchio si raccomanda di rispettare le quote indicate nel disegno. Le quote indicano la distanza in verticale dal pavimento al fondo del mobile. Quando si applica l'audiosgabello le quote diventeranno cm. 64 e CM. 57.

For good game operation, observe height as indicated above, 62 and 55 cm. from the floor to the bottom of the cabinet.

When audio stool is installed, height will be 64 and 57 cm.

## DISEGNO DI INSIEME E POSIZIONE CONTROLLI ASSEMBLY DRAWING AND CONTROL LOCATIONS



#### **GENERAL OPERATION**

#### CHECK FOLLOWING POINTS BEFORE SWITCHING THE MACHINE ON:

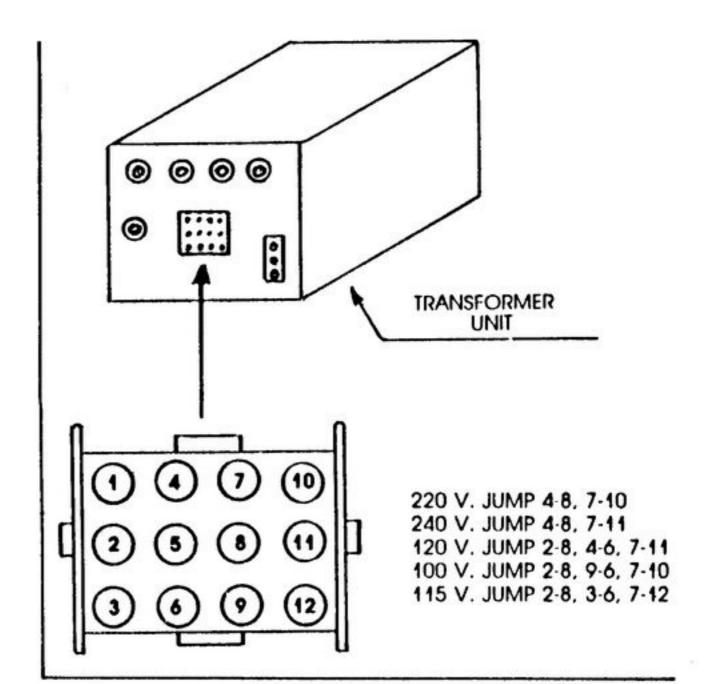
- Make sure correct voltage is selected (Voltage selection is located on transformer box visible from coin door)
- Make sure all the connectors are firmly connected (they may get unthreaded during transportation)
- Check tilt contacts sensivity (all in open position)

#### NOTICE

Ground wire (yellow/green) of power cord must be connected.

The Manufacturer is not responsible for any damage due to wrong installation.

4) Plug the pinball in and switch it on.



- Displays lit show: INSERT COIN, 1 TO 6 PLAYERS CAN PLAY, entered advertising message and 5 highest scores in sequence from 1st to 5th.
- Playfield lamps start flashing in track mode.
- 10 sec. of background music indicate correct operation of sounds.
- When credits are inserted CREDIT ... 3 BALLS PER GAME PRESS START BUTTON are displayed alternatively.
- When 1/2 credit is inserted ONE MORE COIN PLEASE is displayed.
- Put the 4 balls inside hole, one by one are released automatically.
- Insert some credits and press CREDIT button, 1st ball is released and game starts.
- When In game over, match is displayed in two numbers (if match setting is YES MATCH). When the numbers
  correspond to play score one credit is given.

When more than one player is playing the credit is given to the first player having correspondent number.

 When one of the 5 highest scores is overcome after match, INSERT YOUR INITIALS is displayed. Select letters by pressing LETTER SELECTION button to the right hand and enter them by CREDIT button. Each letter can be selected in 8 sec. maximum.

After this function GAME OVER is displayed with end of play music.

YOU CAN CONTINUE THE GAME IF YOU INSERT COIN IN 10 SECONDS appears immediatly after. Balls captured on the bridge during the play are held and squad can be completed by the next play.

Up to 6 players can play. Scoreof player on play is displayed on 1st line, score of the other players appears one by one on 2nd display line.

#### **ACCOUNTING CONTROL**

Any time program is reviewed, answer following questions first: What is present program? What is winning average? Is the play too long? Is the play too short? Is maximum score to be reset?

Pinball accounting must be checked in the interest of the operator. Income is good when player is excited to play. Best operation is win average between 25 and 30% in locations with customary clients, 10% with play win on match and 1 ball or score win on Specials in seasonal locations.

Maximum score is increased any time a player overcomes it, up to unattainable score.

Score reset to the minimum (8.000.000 points) after few weeks is recommended.

#### **ROUTINE MAINTENANCE**

Some pieces of advise are given here below in order to maintain the machine in good order and avoid unnecessary service calls. It is still more important to maintain the machine in optimal conditions for the players. It is well known that players lose interest in the game if the machine does not work well, if flippers and bumpers do not react well, if playfield is dirty, lights are burnt out, etc.

The following operations should be carried out any time the machine is adjusted, even when it is working all right.

- 1) Check and tighten, if necessary, screws of ring holding posts.
- 2) Check rings and replace them when necessary. Adjust contacts any time rings are replaced.
- 3) Clean playfield with care. Do not use corrosive products.
- 4) Check flipper units (tie rods, pads, contacts and colls). Replace coils when efficiency is poor.
- Check bumpers (tle rods and pads).

## ACCOUNTING - ADJUSTMENT - SELFDIAGNOSIS

45 tests as follows:

ACCOUNTING

from test 1 to test 15

ADJUSTMENT

from test 17 to test 40

SELFDIAGNOSIS

from test 41 to test 45

Act on lever switch inside coin mech. door to enter the tests. Press UP button to go forwards, press DOWN button to go backwards.

## TEST TABLE

### ACCOUNTING

TEST	FUNCTION	DATA	DATA	BASIC PROGRAM
1	Coins inserted in left hand coin mech. 1 (left/contact 04)			
2	Coins inserted in right hand coin mech. 2 (contact 05)			<del></del>
3	Colns Inserted in middle coin mech. 3 (middle/contact 06)			
4	Total plays (total games)			<del></del>
5	Total plays won(games won)			
6	Total balls won (balls won)			
7	Total Superbonus won (superbonus won)			
8	Highest score (maximum score) HI-score won			
9	Winning score (score won)			
10	Orange Special hit			
11	Red Special hit			
12	Tilts (play tilts)			
13	Switching time (by minutes) (total time)			<u></u>
14	Operating time (by minutes) (game time)			
15	Average play time (by minutes and seconds) (average)			·
			<u></u>	<u> </u>

All accounting tests (from 1 to 15) are set to zero one by one by acting as follows When on test to be set zero, press both LETTER SELECTION buttons located to the right hand of coin mech. door, and CREDIT button at the same time.

16	Basic program reset (setting - program default) see end table instructions

### GAME ADJUSTMENT

TEST	FUCTION	DATA	DATA	BASIC PROGRAM
17	Highest Score selection (normal or random)			normal
18	Highest Score minimum	•		8.000.000
19	Coins for 1 credit in coin mech. 1 (left/contact 04)			2
20	Credits per coin in mech. 1 (left/contact 04)			1
21	Coins for 1 credit in coin mech. 2 (right/contact 05)			1
22	Credits per coin in coin mech. 2 (right/contact 05)			1
23	Coins for 1 credit in coin mech. 3 (middle/contact 06)			1
24	Credits per coin in coin mech. 3 (middle/contact 06)			2
25	Balls per play (from 1 to 7)			3
26	Match setting (yes match - no match)			yes match
27	1 <sup>st</sup> winning score			3.000.000
28	2 <sup>nd</sup> winning score			6.000.000
29	3rd winning score			8.000.000
30	Highest Score win (record) (1 replay, 2 replays, superb.no win)			2 replays
31	1st score win (replay, extra ball, superb., no win)			extra ball
32	2 <sup>nd</sup> score win (replay, extra ball, superb., no win)			replay
33	3 <sup>rd</sup> score win (replay, extra ball, superb., no win)			replay
34	Orange Special win (replay, extraball, superb., 1.000.000) no win			extra bali
35	Red Special win (replay, extra ball, superb., 1.500.000) no win			replay
36	Play automatic adjustment (self-adjust, no-adjust)(see end table instructions)			self-adjust
37	Orange Special time (5 sec., 10 sec., 15 sec., 20 sec.)			15 sec.
38	Red Special time (5 sec., 10 sec., 15 sec., 20 sec.)			15 sec.
39	Enemies to be captured for the Special (from 1 to 5) Enemy			3
40	Advertising messages (spot) see end table instructions			

All game setting tests can be modified as follows: when on test to be modified press FORW button of LETTER SELECTION and CREDIT button at the same time.

#### **SELFDIAGNOSIS**

<del></del>	- <del></del>	
45	RAM TEST	Press CREDIT button when on test 45. OK is displayed if RAM is good, FAULT if it is not.
44	DISPLAY TEST	Press CREDIT button when on test 44. Alphabet letters and numbers from 0 to 9 are displayed.
43	CONTACT TEST	Press CREDIT button when on test 43. Contact number and OFF/ON condition are displayed. Press CREDIT button again to check next contact.
42	LAMP TEST	Press CREDIT button when on test 42.  Number of the lamp to be switched on is displayed.  Press the button continuously for fast advance.
41	SOLENOID TEST	Press CREDIT button when on test 41. The number of solenoid to be temporary excited is displayed. Whne pressing FORW and CREDIT buttons at the same time excitement of same solenoid is repeated.

### BASIC PROGRAM RESET (test 16)

Function of this test is to clear the whole RAM and reset the game automatically to basic program. Check last right hand column of test table to know how reset was made. Control above is required when RAM contains unusual data which do not correspond to test functions. It may occur when the machine is not operated for several weeks (8 at least) or battery recharge circuit is out of use.

Act as follows to opérate on test 16: prèss both LETTER SELECTION buttons and CREDIT button at the same time, when on test 16. Then check game setting tests from 17 to 40 for possible changes of basic program.

### **AUTOMATIC GAME ADJUSTMENT (test 36)**

Function of this test is to make the game easy or difficult depending on average time of each play. Test 36 acts on Orange and Red Special time, on right hand lateral canal closure time and ball rescue on left hand lateral canal.

Average time is 2 minutes per 3 balls play and 3,20 minutes per 5 balls play.

When for any reason longer or shorter average time is desired, set test 36 on NO ADJUST (automatic adjustment excluded).

Average fime is to be calculated after 50 plays minimum. Automatic adjustment acts as above however average time different from time stated by automatic adjustment can appear on accounting after several games played due to game setting.

Average time per play can't be higher or lower than 50% of time set (2 minutes for 3 balls and 3,20 for 5 balls).

#### ADVERTISING MESSAGE (test 40)

Advertising message can be entered on 16 digits displays of X FORCE and models to come designed by Tecnoplay.

Operators can use theseadvertisements as desired by entering messages relating to their company, to the location on choise of its owner, and also contracts for advertising vending products can be made.

The message is displayed on the machine when in game over at 15 sec. intervals.

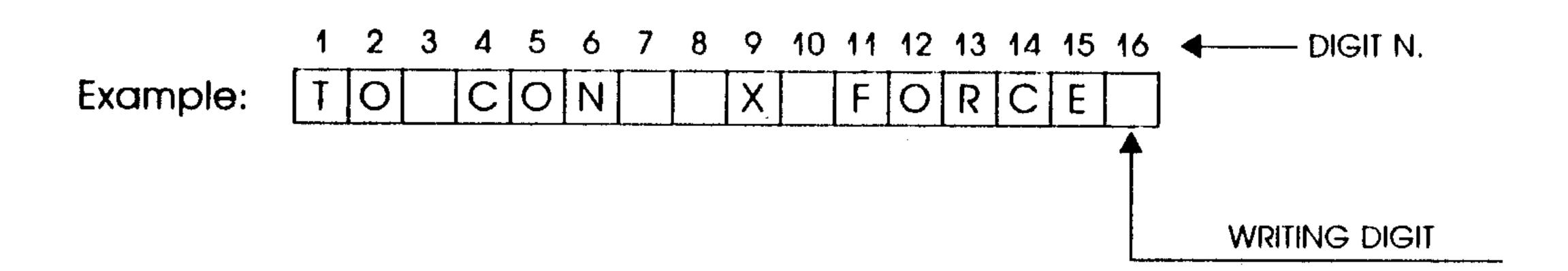
Act as follows to enter the message:

1) Press CREDIT button when on test 40. DISPLAY MESSAGE appears on first line, second line is clear. Othewise if INSERT LETTER or other wordings appear, move to test 39 or 41, then return on test 40. Now DISPLAY MESSAGE is displayed.

If no message was entered before, INSERT LETTER is displayed directly without passing through DISPLAY MESSAGE. Press REWARD button of LETTER SELECTION 5 times minimum and last message entered appears from left hand to right hand any time REWARD button is pressed.

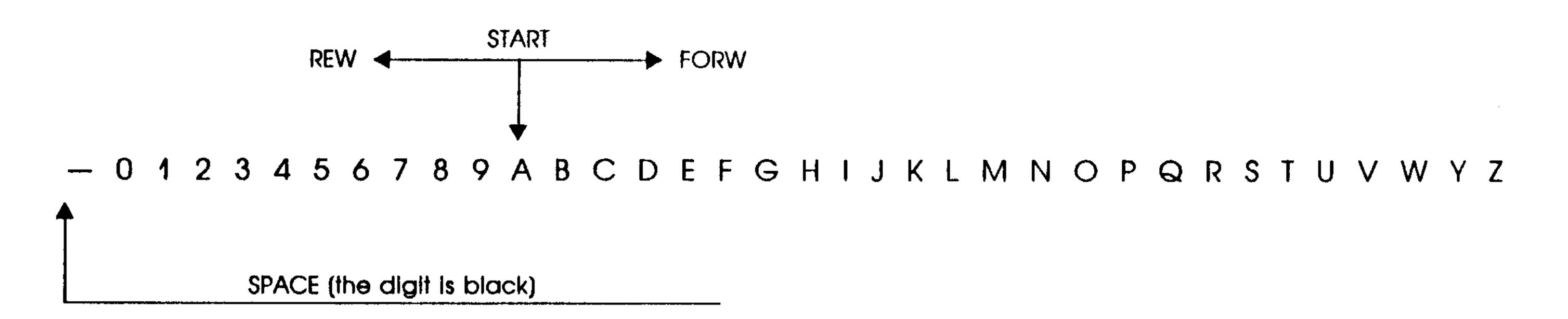
By presing FORW button the message moves back towards left hand. If a new message is not entered, move message towards left hand as originally.

2) Now enter a message further to the existing one. Press REWARD button untill letter of end message occupies the penultimate right hand digit (15) so that digit (16) is the next one.



Now press CREDIT button. INSERT LETTER appears on first line and letter A on digit 16 starts flashing, which means that letters desired can be selected and entered by pressing CREDIT button.

Letters and numbers available:



Insert 4 spaces before entering the message to separate it from previous one.

150 digits are available for one or more messages, spaces included.

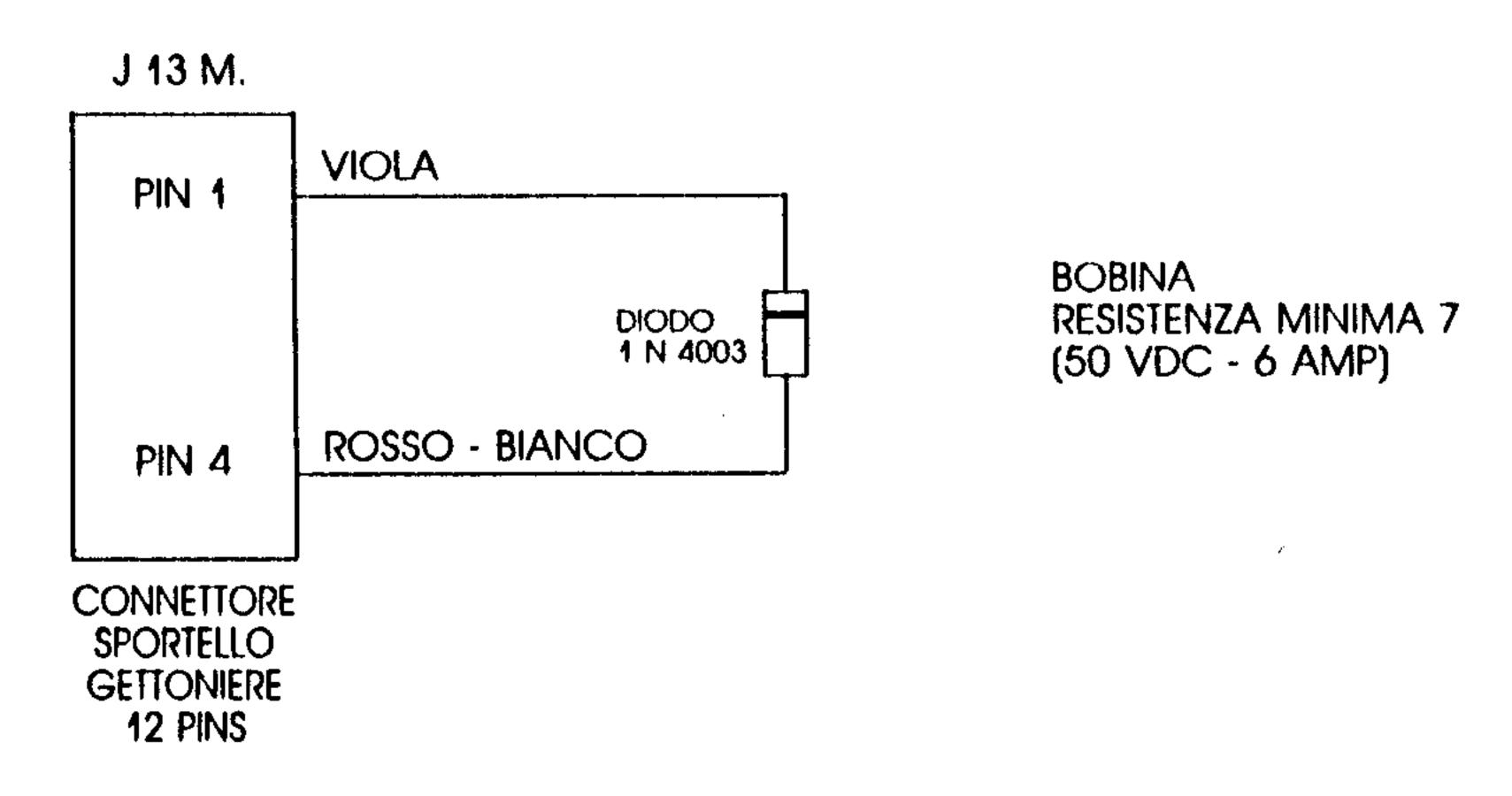
Repeat operations 1 and 2 and bring first letter of first message on digit 16 then press REW button and CREDIT button at the same time to clear the old message and enter new one. When INSERT LETTER appears previous message is cleared and new one can be entered. If this is first message to be entered, press CREDIT button when on test 40 and INSERT LETTER appears. Select letters desired as above.

To review possible mistakes, when on DISPLAY MESSAGE bring wrong letter on digit 16, go in INSERT LETTER, select correct letter and enter it by pressing CREDIT button.

### VINCITE DEL SUPERBONUS

La vincita di 1 superbonus corrisponde ad un premio speciale che può essere concesso mediante l'espulsione di 1 gettone. Applicando un distributore di gettoni a tubo con bobina (TOKEN DISPENSER) e collegandolo come da schema si avrà l'espulsione del gettone e la relativa registrazione in contabilità.

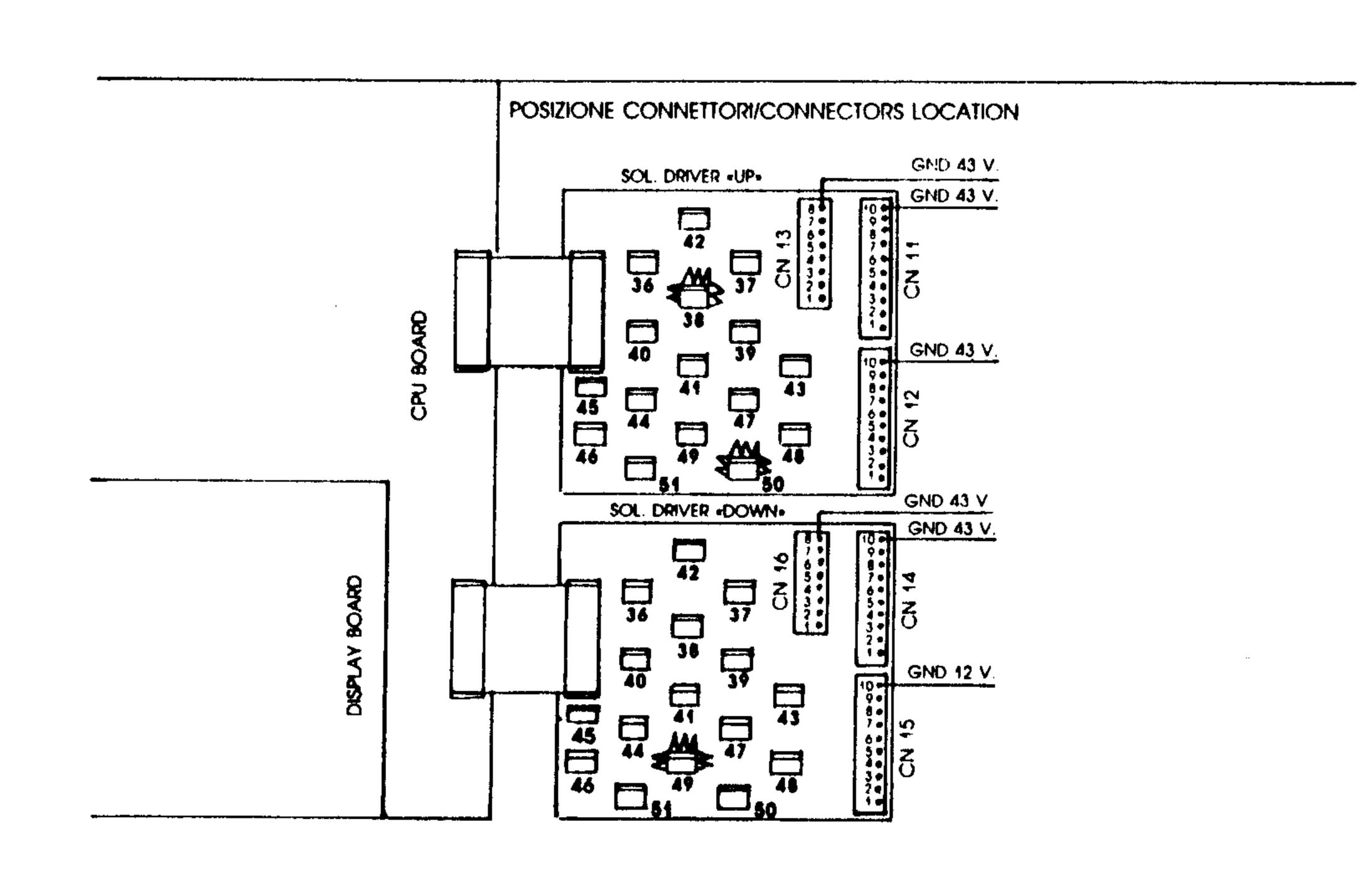
SCHEMA DI COLLEGAMENTO DEL DISTRIBUTORE DI GETTONI (TOKEN DISPENSER)

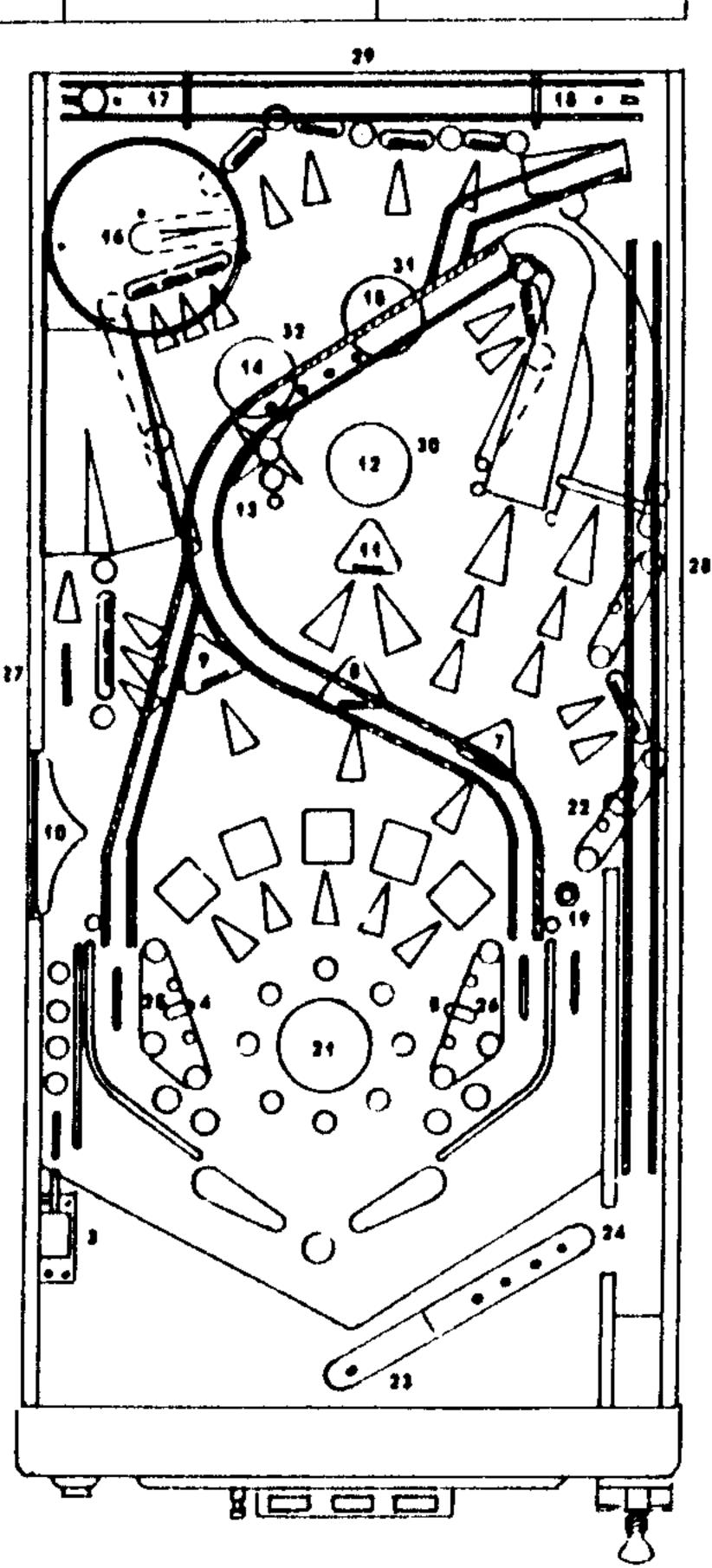


## LISTA SOLENOID - SOLENOID TABLE

SOL.	DRIVER TRANS.	CONNECT.	PIN	FUNZIONE - FUNCTION	BOBINA - COIL	N° FUSE	VALORE/VALUE <sup>(2)</sup> OMEGA 6,3x32 T		OMEGA 6x30 T		
1	36 UP	CN 13	7	TIC-TOC	D-40 / S-1200	_	<del></del>				
2	37 UP	CN 13	6	TOKEN DISPENCER		_	<del></del>	<del></del>			
3	•38 UP	CN 11	7	LEFT CANAL KICKER	D-63 / S-1100	12	2,5 A	2 sec.	2.5 A	3 sec.	
4	39 UP	CN 11	5	LEFT KICKER	D-40 / S-1200	5	2 A.		2 A.	<del></del>	
5	40 UP	CN 11	4	RIGHT KICKER DOWN	D-40 / S-1200	5	2 A.	<del></del>	2 A.		
6	41 UP	CN 13	1	LIGHT EFFECT FOR HEAD	STROBOSCOPIC LAMP (1)	_		<del></del>			
7	42 UP	CN 11	9	BARRIER RIGHT MOVING TARGET	D-45/S-1000/D-14/S-5000	11	2 A.	3 sec.	1,6 A.	3 sec.	
8	43 UP	CN 11	6	BARRIER CENTER MOVING TARGET	D-45/S-1000/D-14/S-5000	13	2 A.	3 sec.	1,6 A.	3 sec.	
9	45 UP	CN 11	2	BARRIER LEFT MOVING TARGET	D-45/S-1000/D-14/S-5000	14	2 A.	3 sec.	1,6 A.	3 sec.	
10	44 UP	CN 12	9	LEFT BALL DRIVER	D-355 / S-1800	5	2 A.		2 A.		
11	47 UP	CN 12	8	SPECIALS MOVING TARGET	D-45/S-1000/D-14/S-5000	10	2 A.	3 sec.	1,6 A.	3 sec.	
12	46 UP	CN 12	6	BOTTOM BUMPER	D-45 / S-1000	6	1,6 A.	3 sec.	1,25 A.	3 sec.	
13	49 UP	CN 12	5	BRIDGE EJECT	D-50 / S-1500	2	1,25 A.	2 sec.	1,25 A.	3 sec.	
14	48 UP	CN 12	4	LEFT BUMPER	D-45 / S-1000	7	1,6 A.	3 sec.	1,25 A.	3 sec.	
15	51 UP	CN 12	3	TOP BUMPER	D-45 / S-1000	4	1,6 A.	3 sec.	1,25 A.	3 sec.	
16	•50 UP	CN 12	2	CHOPPER EJECT	D-63 / S-1100	3	2,5 A.	2 sec.	2,5 A.	3 sec.	
17	36 DW	CN 16	7	HORIZONTAL KICKER - TOP LEFT	D-40 / S-1200	5	2 A.	<del></del>	2 A.	<del></del>	
18	37 DW	CN 16	6	HORIZONTAL KICKER - TOP RIGHT	D-40 / S-1200	5	2 A.		2 A.	<del></del> <del></del>	
19	38 DW	CN 14	7	MOVING MINI POST - RIGHT CANAL	D-45/S-1000/D-14/S-5000	1	2 A.	3 sec.	1,6 A.	3 sec.	
20	39 DW	CN 14	5	FLIPPER RELAY	RELAY 2-SC 10 A. 48 DC						
21	43 DW	CN 14	6	PLAYFIELD EFFECT LAMP (3 LAMP SERIAL)	LAMP BA 15 - 12 V. 10 W.				**************************************		
22	42 DW	CN 14	9	RIGHT KICKER UP	D-40 / S-1200	5	2 A.		2 A.	<del></del>	
23	41 DW	CN 14	3	OUT HOLE KICKER	D-40 / S-1200	5	2 A.		2 A.		
24	40 DW	CN 14	4	HOLE EJECT	D-355 / S-1800	5	2 A.		2 A.	<del></del>	
25	<b>4</b> 5 DW	CN 14	2	LAMP - LEFT KICKER DOWN	LAMP BA 15 - 12 V. 25 W.	-		<del></del>			
26	44 DW	CN 15	9	LAMP - RIGHT KICKER	LAMP BA 15 - 12 V. 25 W.	_		<del></del>		<del></del>	
27	47 DW	CN 15	8	LAMP - LEFT ROLLOWER	LAMP BA 15 - 12 V. 25 W.	-			<del></del>	<u> </u>	
28	46 DW	CN 15	6	LAMP - RIGHT KICKER TOP	LAMP BA 15 - 12 V. 25 W.	_		<del></del>		<u> </u>	
29	• 49 DW	CN 15	5	LAMPS - EFFECT PLAYFIELD/HEAD (3 lamps parall.)	LAMP BA 15 - 12 V. 10 W.	-					
30	48 DW	CN 15	4	LAMP - BOTTOM BUMPER	LAMP BA 15 - 12 V. 25 W.	-					
31	51 DW	CN 15	3	LAMP, TOP BUMPER	LAMP BA 15 - 12 V. 25 W.					<del></del>	
32	50 DW	CN 15	2	LAMP - LEFT BUMPER	LAMP BA 15 - 12 V. 25 W.	_		****		<del></del>	

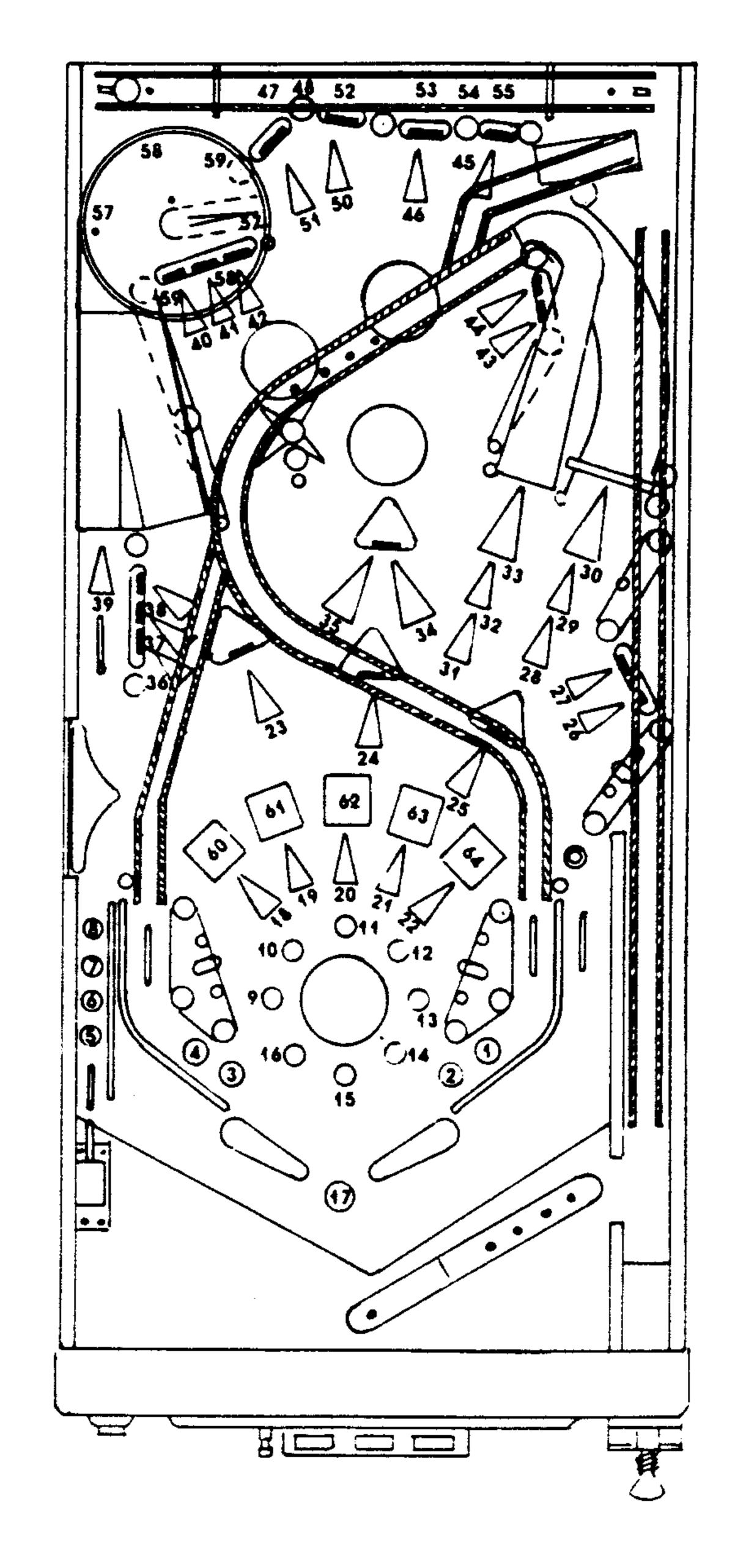
- TUTTI I TRANSISTORS (DARLINGTON) SONO BDX 33 B SOSTITUIBILI CON BDX 33 C of BD 649 ALL TRANSISTOR ARE BDX 33 B INTERCAMBIABLE WITH BDX33C of BD 649
- • = DEVE ESSERE MONTATO CON DISSIPATORE DI CALORE MUST BE WITH HEAT SINK
- (1) OPTIONAL
- (2) I VALORI DEI FUSIBILI ED I TEMPI DI FUSIONE SONO PER FUSIBILI TIPO «OMEGA-T» THE VALUES AND THE INTERRUCTION TIME ARE FOR FUSES «OMEGA -T»





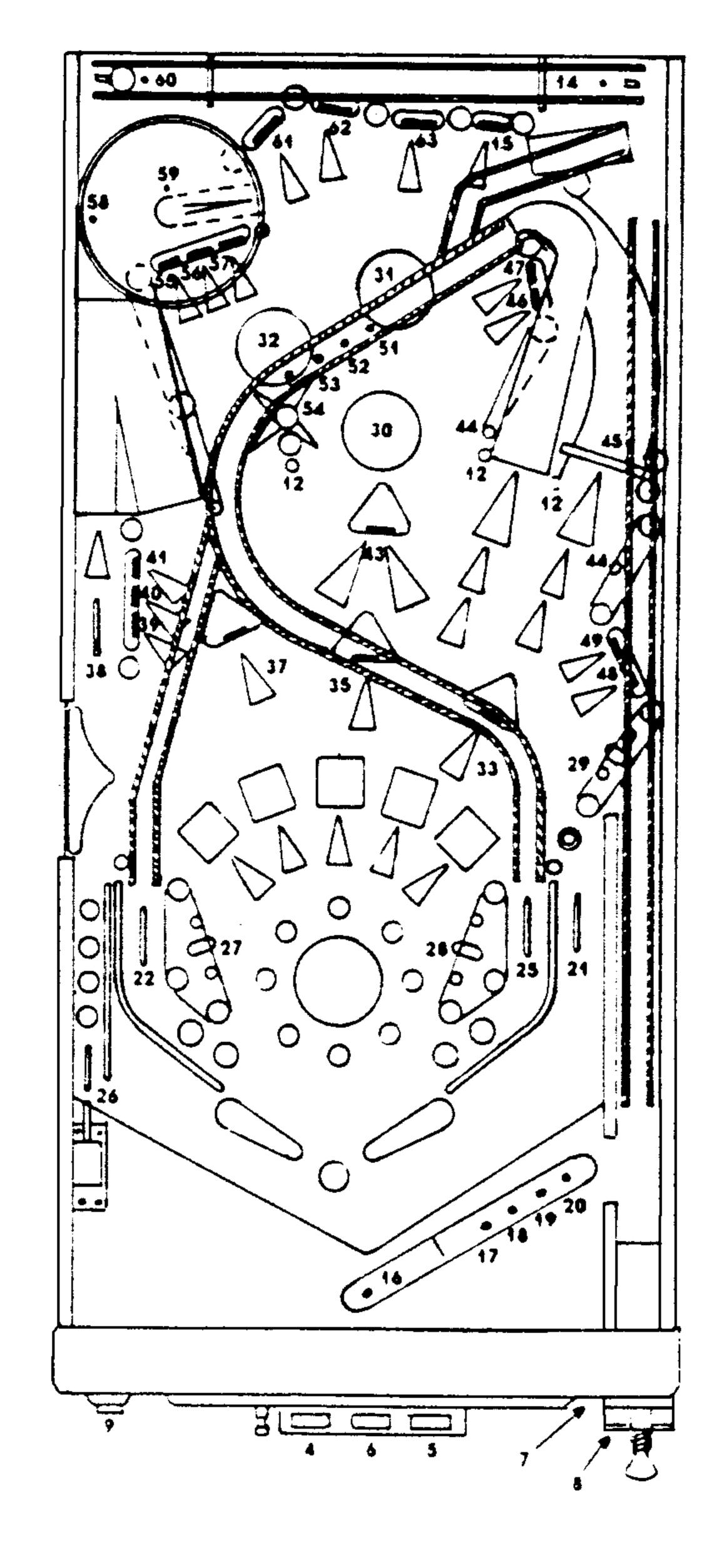
## MATRICE LAMPADE - LAMPS MATRIX «X FORCE»

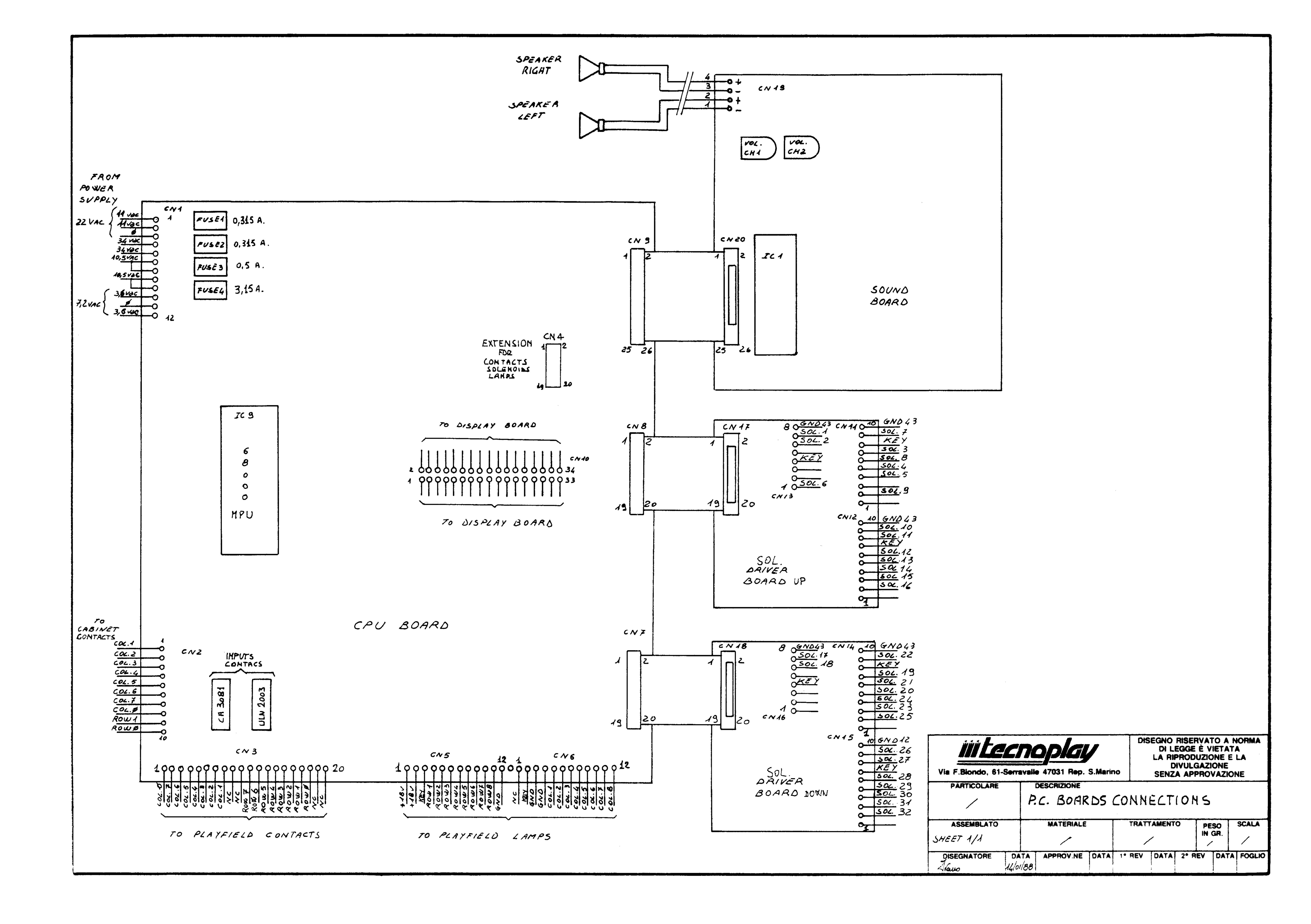
CON	NETTORE	CN 6	5	6	7	8	9	10	1 '	1 12
CO	N	° COL.		2	2	4	5	5 6	7	8
NEC C	N° RIGA	6,3 ⊗-	3V. 0,3A.	NERO-B	MARR-B	ROSSO-B	ARAN-B	GIALLO-B	VERDE-B	BLU-B
TOR CN5		1N4003	BONUS MULTIP. x 40	BONUS MULTIP. x 20	BONUS MULTIP. x 10	BONUS MULTIP. x 5	EXIT LEFT CANAL 1	EXIT LEFT CANAL 2	EXIT LEFT CANAL 3	EXIT LEFT CANAL 4
4	1	NERO	4	2	3	4	5	6	7	8
		ВС	DNUS 7	BONUS 8	BONUS 1	BONUS 2	BONUS 3	BONUS 4	BONUS 5	BONUS 6
5	2	MARR	9	10	11	12	13	14	15	16
		EXT	RA BALL	ARROW ENEMY 1	ARROW ENEMY 2	ARROW ENEMY 3	ARROW ENNEMY 4	ARROW ENEMY 5	BARRIER 1st TARGET	BARRIER 2nd TARGET
6	3	ROSSO	17	18	19	20	21	22	23	24
		T	RIER 3rd ARGET	FIX TARGET RIGHT (Bottom)	FIX TARGET RIGHT (Top)	SPINNING TARGET (Bottom)	SPINNING TARGET (Middle)	SPINNING TARGET (Top)	BRIDGE RAMP (Bottom)	BRIDGE RAMP (Middle)
	4	ARANC	io <b>25</b>	26	27	28	29	30	31	32
		F	RIDGE RAMP (Top)	RED SPECIAL	ORANGE SPECIAL	FIX TARGET LEFT (Bottom)	FIX TARGET LEFT (Middle)	FIX TARGET LEFT (Top)	LEFT ROLLOVER	FIX TARGET TOP (Left)
8	5	GIALLO	33	34	35	36	37	38	39	40
		1)	FIX ARGET TOP Middle)	FIX TARGET TOP (Right)	FIX TARGET RIGHT (Bottom)	FIX TARGET RIGHT (Top)	FIX TARGET TOP (Right)	FIX TARGET TOP (Middle-right)	5000 PTS HORIZONTAL RAIL	20000 PTS HORIZONTAL RAIL
9	6	VERDE	41	42	43	44	45	46	47	48
			NOT USED	FIX TARGET TOP (Middle-left)	FIX TARGET TOP (Left)	80000 PTS HORIZONTAL RAIL	80000 PTS HORIZONTAL RAIL	20000 PTS HORIZONTAL RAIL	5000PTS HORIZONTAL RAIL	NOT USED
10	7	BLU	49	50	51	52	53	54	55	56
		E	HOPPER FFECT	CHOPPER EFFECT	CHOPPER EFFE CT	ENNEMY 1	ENNEMY 2	ENNEMY 3	ENNEMY 4	ENNEMY 5
11	8	VIOLA	57	58	59	60	61	62	63	64

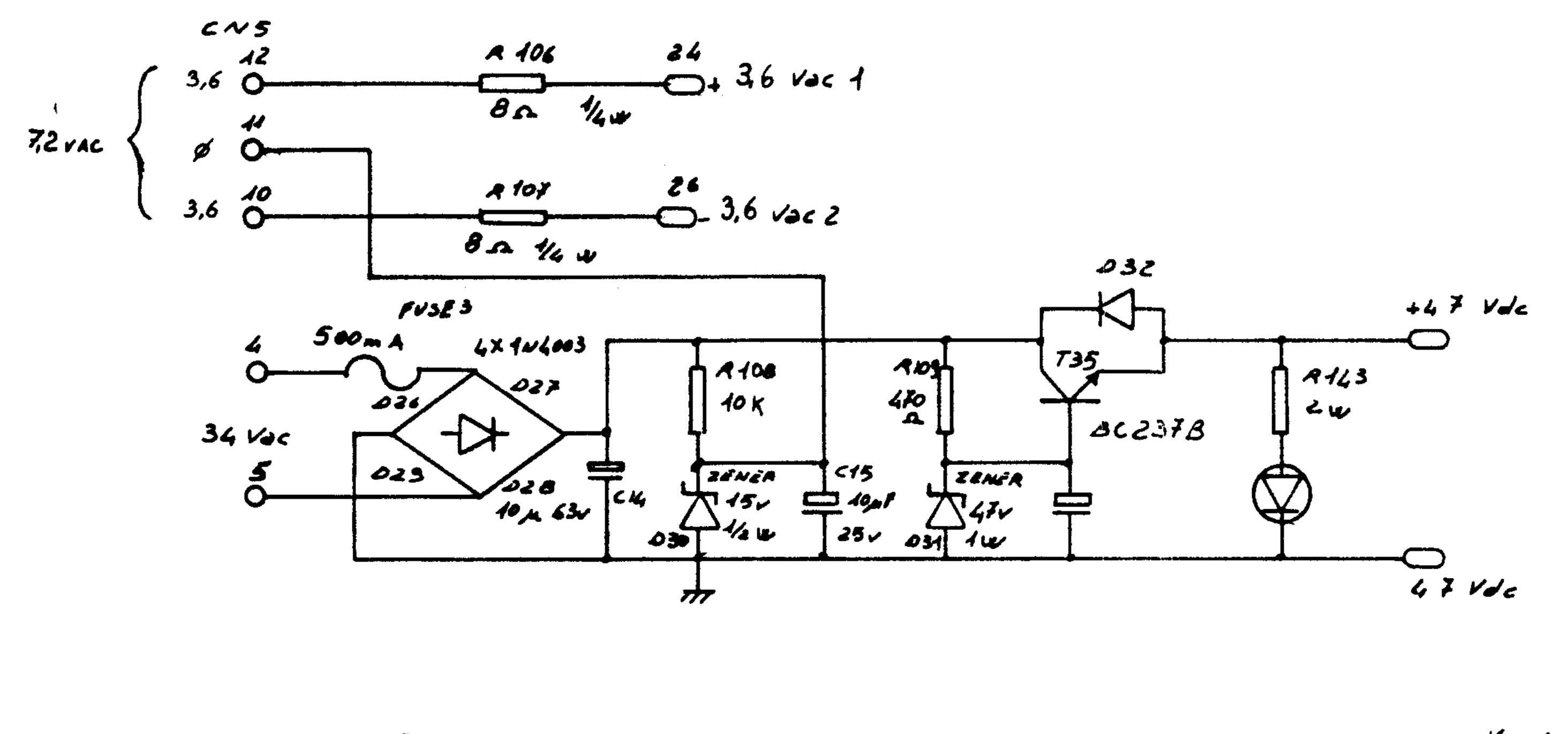


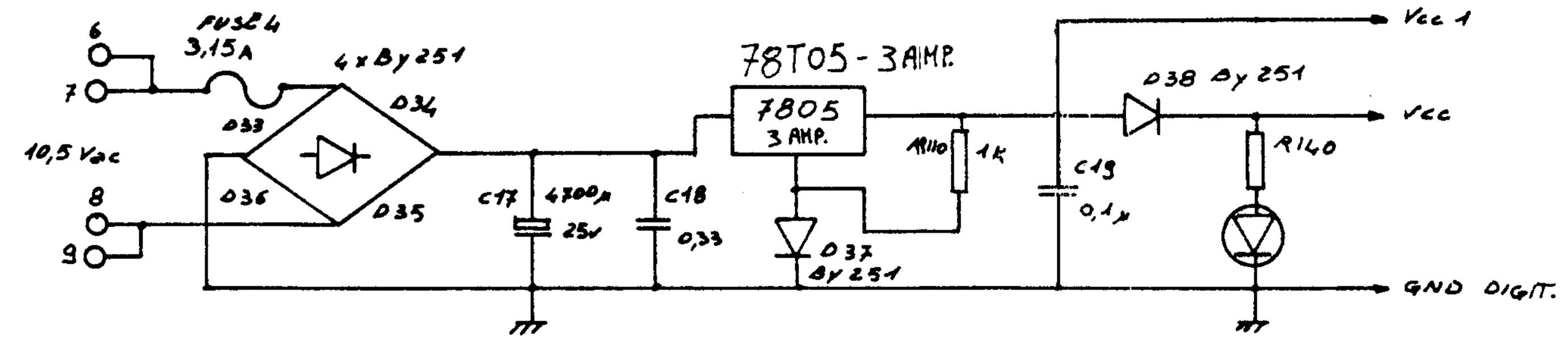
## MATRICE CONTATTI - SWITCH MATRIX «X FORCE»

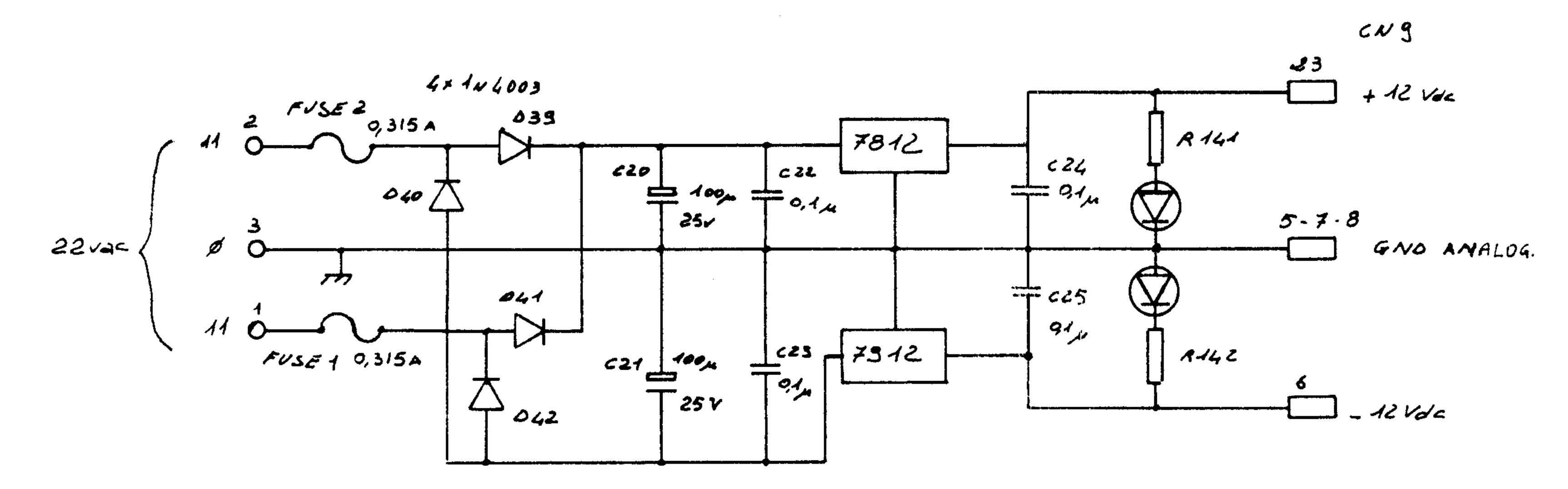
CON	VETTORE	CN 3	4		3	7	5	5	4.	3 2
	N	I° COL		<b>3</b>	1	2 :	3	4 5	5 6	7
ONNECTOR	N° RIGA	7	o	NERO.B	MARR.B	ROSSO.B	ARAN.B	GIALLO.B	VERDE.B	BLU.B
R CN3		1N4148	TEST UP	TEST DOWN	TILT 2 (vertical lead)	SERVICE	COIN SW 1	COIN SW 2 RIGHT	COIN SW 3 MIDDLE	SELECTION FORW.
18	Ø	NERO	Ø	1	2	3	4	5	6	7
		SEL	ETTER ECTION REW.	CREDIT	TILT 1 (horizontality ball and pendulum)	NOT USED	MINI POST	NOT USED	HORIZONTAL RAIL RIGHT	FIX TOP TARGET (right)
17	1	MARR.	8	9	10	11	12	13	14	15
		OU <sup>-</sup>	T HOLE	4 <sup>th</sup> BALL	3 <sup>rd</sup> BALL	2 <sup>nd</sup> BALL	1 <sup>st</sup> BALL	EXIT CANAL RIGHT	INNER CANAL LEFT	NOT USED
16	2	ROSSO	16	17	18	19	20	21	22	23
			NOT JSED	INNER CANAL RIGHT	EXIT CANAL LEFT	LEFT KICKER	RIGHT KICKER	TOP RIGHT KICKER	BOTTOM BUMPER	TOP BUMPER
15	3	ARANC	10 24	25	26	27	28	29	30	31
			LEFT JMPER	BARRIER 3 TARGET	NOT USED	BARRIER 2 TARGET	NOT USED	BARRIER 1 TARGET	LEFT ROLLOVER	FIX LEFT TARGET (bottom)
14	4	GIALLO	32	33	34	35	36	37	38	39
		TA	X LEFT ARGET center)	FIX LEFT TARGET (top)	NOT USED	SPECIALS TARGET	FIXED CONTACT	SPINNING TARGET	FIX RIGHT TARGET (middle-top)	FIX RIGHT TARGET (top)
13	5	VERDE	40	41	42	43	44	45	46	47
		TA (b	K RIGHT ARGET oottom)	FIX RIGHT TARGET (middle-bottom)		4 <sup>th</sup> BALL BRIDGE	3 <sup>rd</sup> BALL BRIDGE	2 <sup>nd</sup> BALL BRIDGE	1 <sup>st</sup> BALL BRIDGE	FIX TOP LEFT TARGET (left)
12	6	BLU	48	49	50	51	52	53	54	55
AA		T <i>i</i> (n	TOP LEFT ARGET niddle)	FIX TOP LEFT TARGET (right)	CHOPPER ENTRY	CHOPPER EXIT 59	HORIZONTAL RAIL LEFT	FIX TOP TARGET (left)	FIX TOP TARGET (middle-left)	FIX TOP TARGET (middle-right)
11	- 7	<u>VIOLA</u>	56	57	58	37	1 00	1 01	62	63



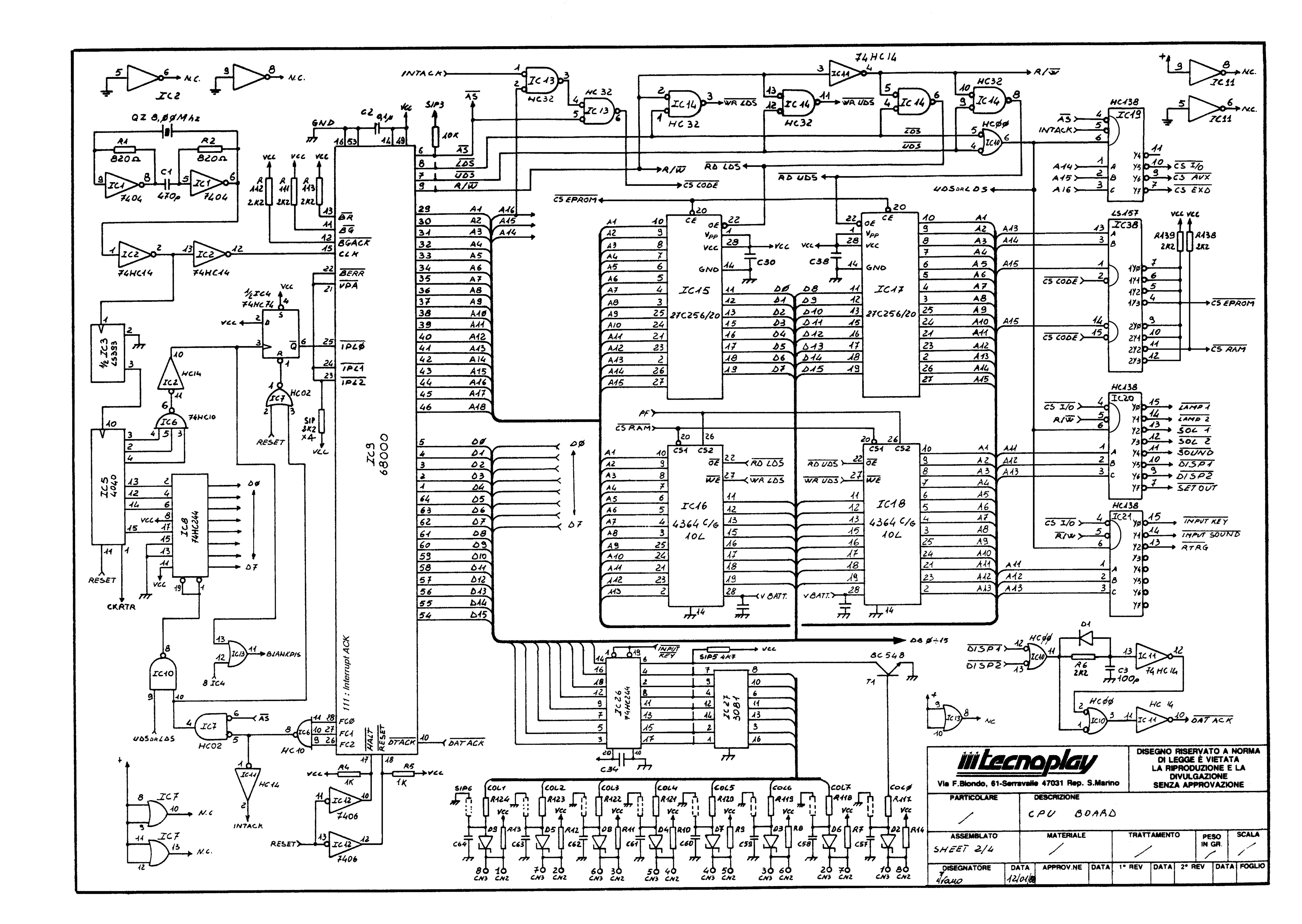


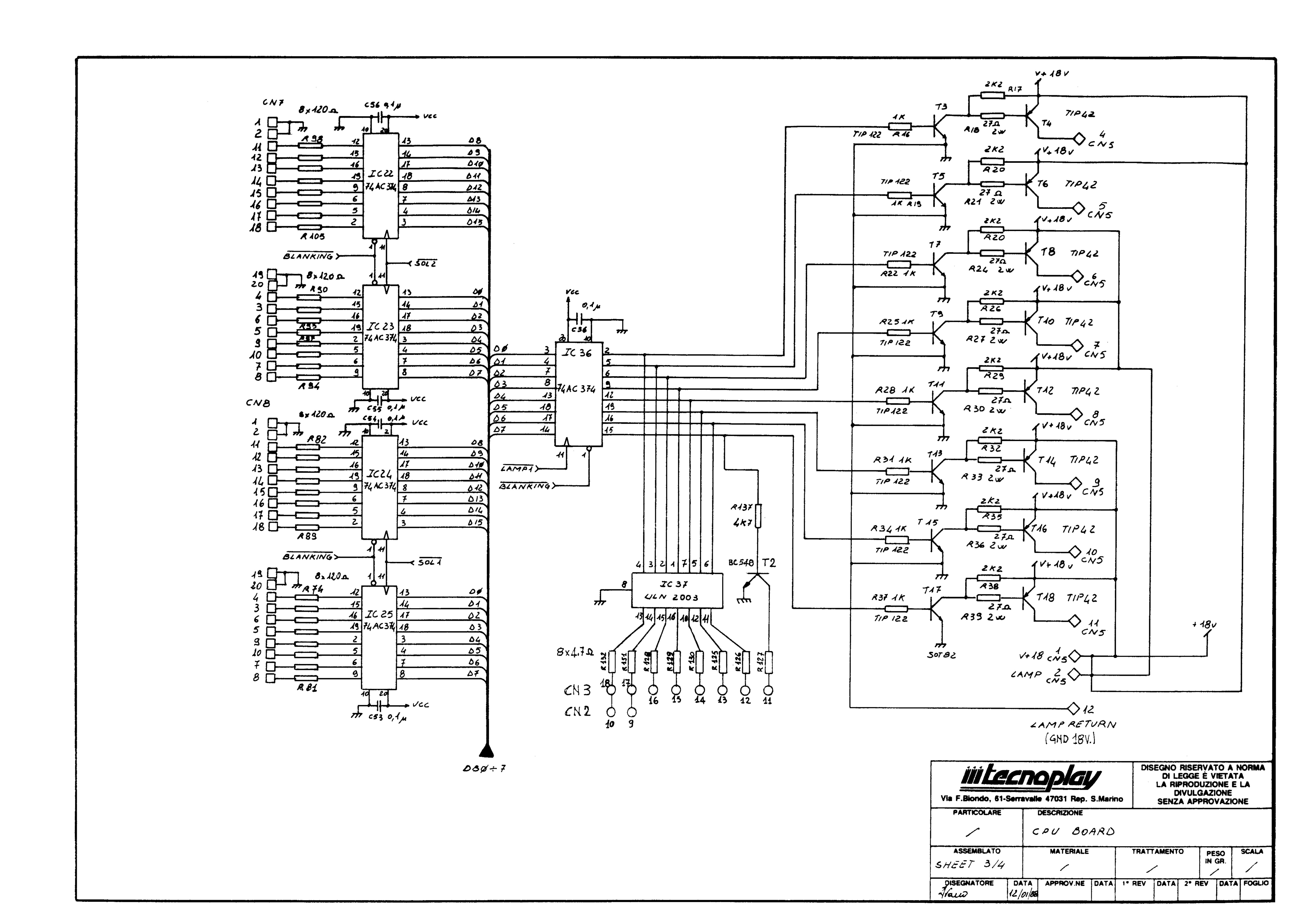


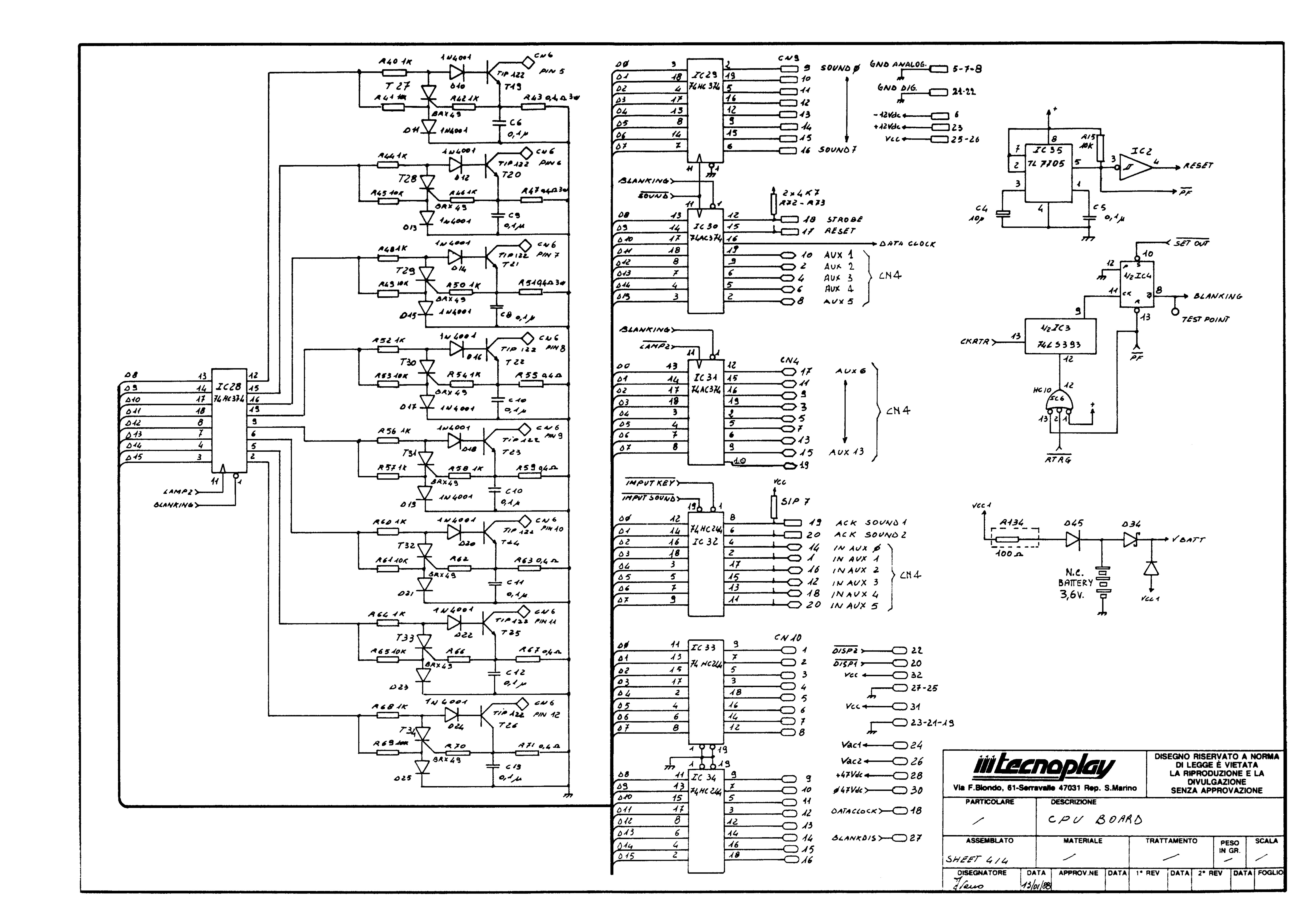


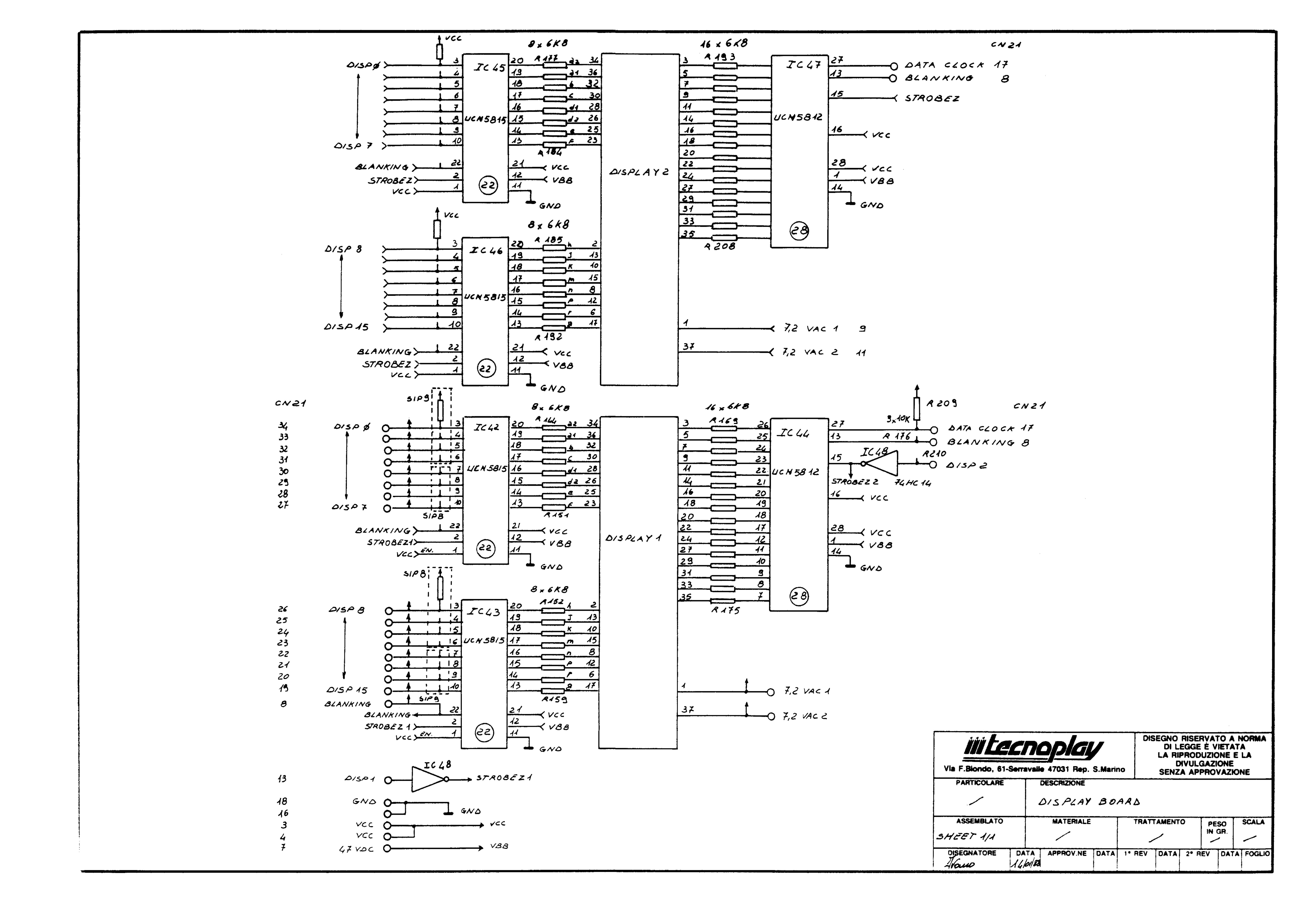


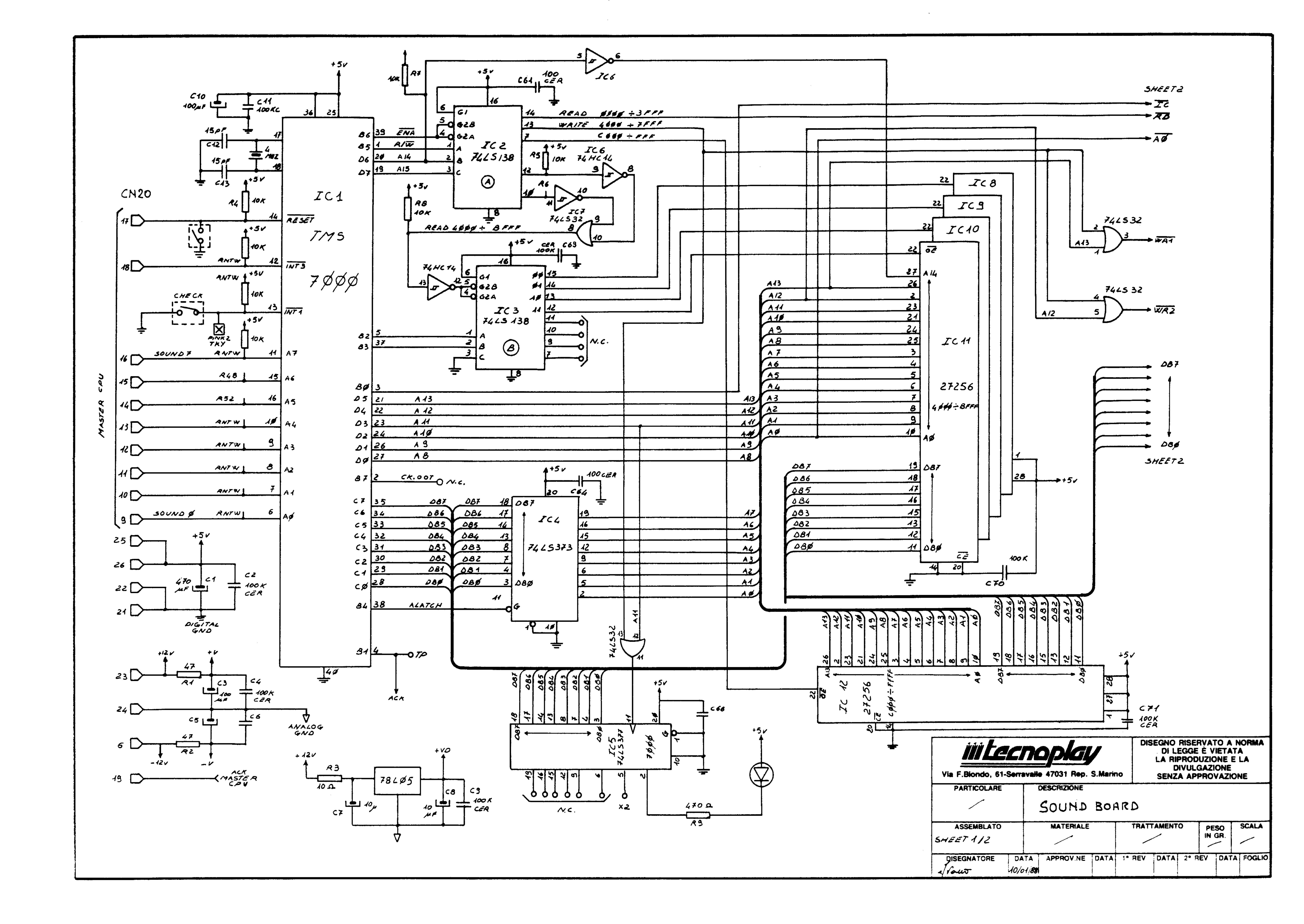
Via F.Biondo, 61-		DISEGNO RISERVATO A NORMA DI LEGGE È VIETATA LA RIPRODUZIONE E LA DIVULGAZIONE SENZA APPROVAZIONE					
PARTICOLARE		PU 801	AD	- POW	ER SEC	TION	
ASSEMBLATO		MATERIALE			TAMENTO	PESO IN GR.	SCALA
SHEET 1/4 DISEGNATORE	DATA 11/01/89	APPROV.NE	DATA	1º REV	DATA 2°	REV DA	A FOGLI

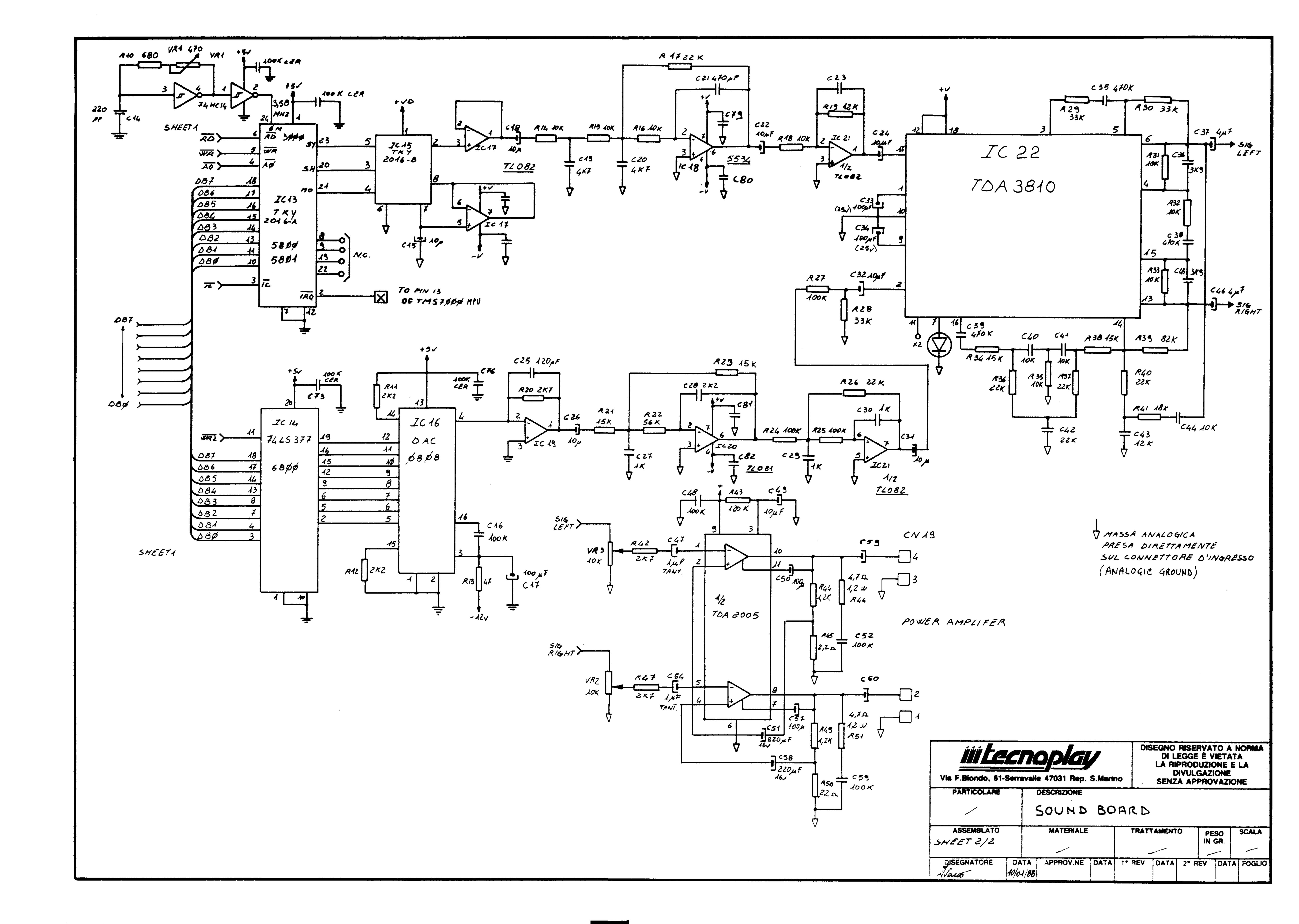


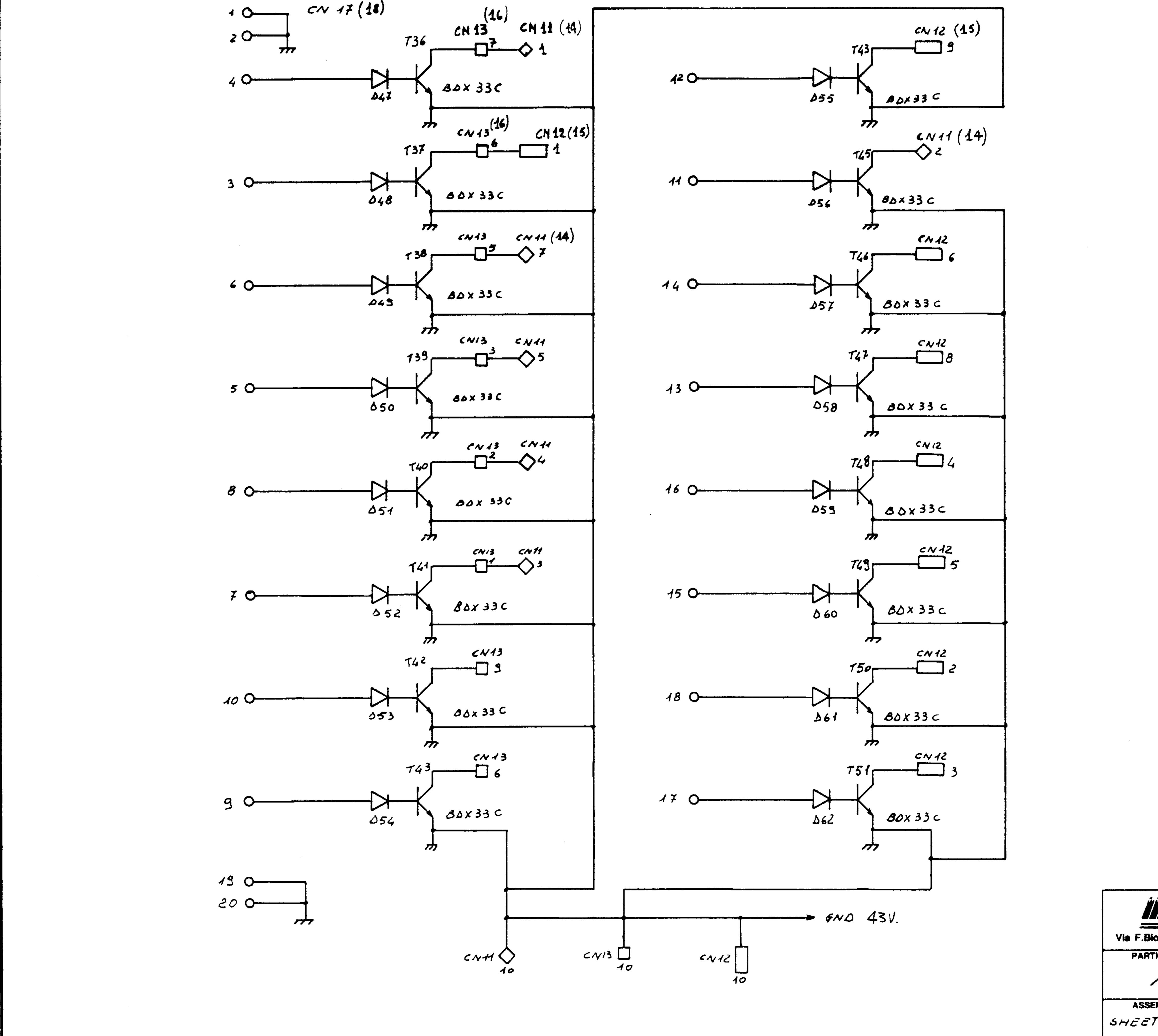












Via F.Biondo, 61		DISEGNO RISERVATO A NORMA DI LEGGE È VIETATA LA RIPRODUZIONE E LA DIVULGAZIONE SENZA APPROVAZIONE							
PARTICOLARE		DESCRIZIONE DRIVER	B 0 A	R D					
ASSEMBLATO SHEET 1/1		MATERIALE			TRATTAMENTO			SO GR.	SCALA
DISEGNATORE	DATA 12/01/88	APPROV.NE	DATA	1º REV	DATA	2* R	EV	DAT	A FOGLI

