

A New Dimension to a *Classic Favorite!*

3 ACROSS

Light all 9
pockets for a
perfect game &
bonus tickets

Pocket targets
light up after
sinking the ball



Single units
available with
mini bonus
marquee

Double your
score when you
light 3 pockets
across



Dimensions:
120" d x 30" w x 84" h
with Bonus marquee:
125" h
Weight: 605 lbs.

The Perfect Addition to Your Bank of Iceballs
and Dunk N' Alien Alleys!



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INTRODUCTION

GAME FEATURES

Thank you for your purchase of the new **3 Across™** game from I.C.E. The game starts off with unparalleled ease of assembly. The games go together in just a few minutes.

The game cabinetry is a unique plywood construction with a special overlay for a superior finish. A special lacquer finish is applied over the wood for a beautiful rich, deep look. All of the cabinet panels interlock together, are reinforced with cleats and are glued together to produce a cabinet that can handle all of the abuse you can give it.

Long life fluorescent lighting is used throughout the game to lower maintenance and create a bright playfield area. Even the ball return area is back lit to add to the appearance and serviceability of the game.

Reliability is the name of the game with our ball release assembly. With a specially engineered solenoid and double linkages, this mechanism has been tested to last for years. Best of all, the entire assembly simply lifts out of the cabinet with no tools needed!

The best state of the art sound on sound audio is used to create an exciting atmosphere for the game player. Even our background theme is synchronized so all games play the theme at the same time, even when only one game is being played.

All programming is accomplished from the Main P.C. Board which is conveniently located at the front end of the cabinet. This make servicing and adjusting as easy as turning a key.

GAME PLAY

Game play begins when a player inserts the correct amount of coinage to begin and presses "start". The game is played with 9 balls. If the game dispensed less than nine balls, as the player plays the game, it will continue to dispense balls until the player has received all 9 balls required to play.

The player throws the balls at the target pockets and is awarded the points indicated on those pockets. If the player gets three targets across, the player will get double the value of all three pockets! The object is to score a perfect game. This requires the user to get one ball into each of the 9 different pockets, all white across, blue across and yellow across. The player continues to throw the balls until all 9 balls are played.

If the player was able to achieve a perfect game the super bonus is awarded. Tickets are then dispensed to the player and the game is over.

INSTALLATION

BEFORE YOU BEGIN

WARNING: WHEN INSTALLING THIS GAME, A 3 PRONG GROUNDED A.C. RECEPTACLE MUST BE USED. FAILURE TO DO SO COULD RESULT IN SERIOUS 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 REASONS 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.

This installation is recommended to be performed by a 2 man installation crew. No special electrical or "Electrician" skills are needed for installation, as all electrical connections are simple plug in types.

The following tools will be necessary for installation:

- Step ladder *
- Cordless Drill with Phillips head bit
- Diagonal cutters
- 7/16" Combination wrench
- Ratchet with 7/16" socket
- 5/16" Allen (included)

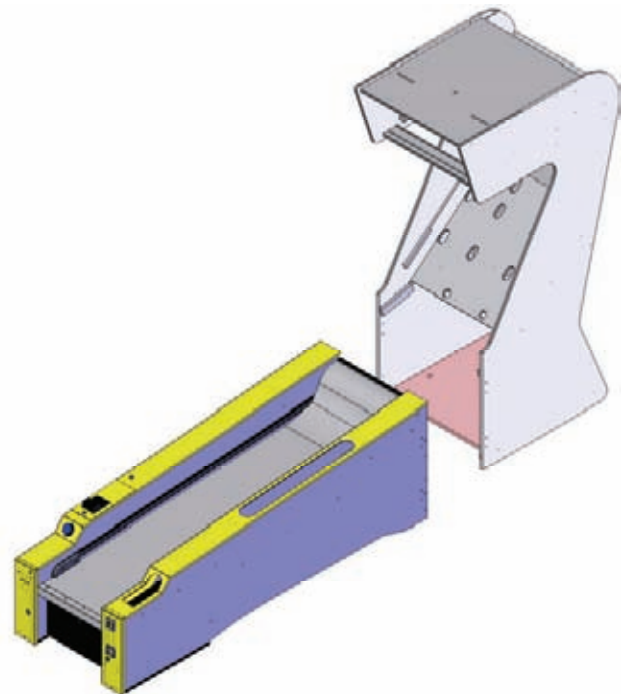
* Might be required in some situations.

SINGLE INSTALL INSTRUCTIONS

1. Remove the banding from the pallet.

NOTE: BE SURE TO STAND TO THE SIDE WHEN CUTTING THE BANDS, AS THEY ARE UNDER PRESSURE, AND COULD SPRING OUT CAUSING INJURY.

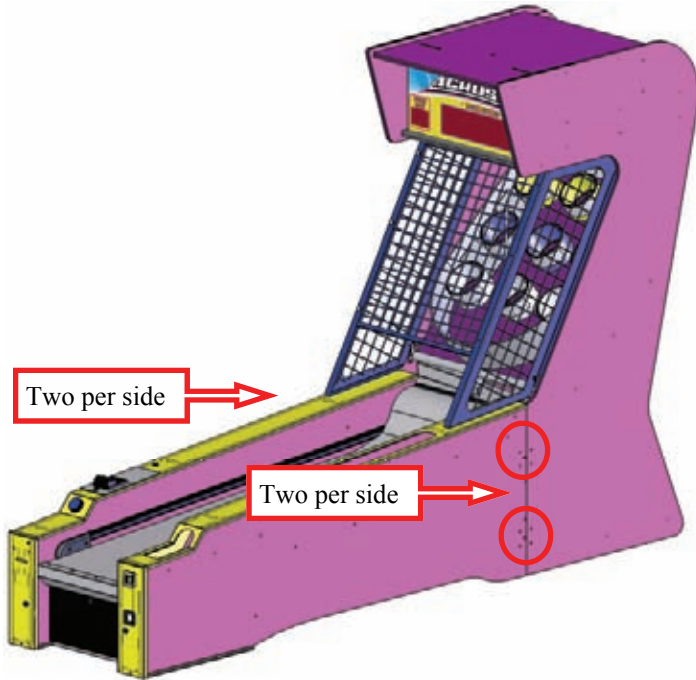
2. Lift out all cage parts as well as any other parts shipped along with the game.
3. Remove the 2 game halves from the pallet.
4. Remove all of the cabinets from their packaging and skids.
5. Position the back half of the alley cabinets as shown below.



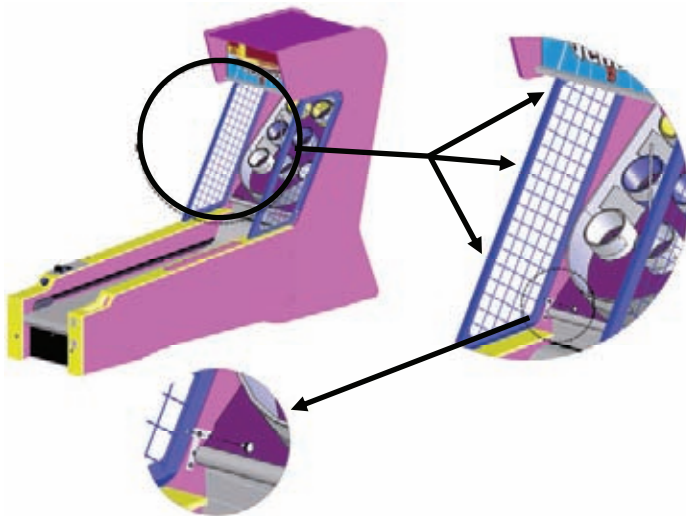
6. Open the ticket door and slide the top left cover back and then off to access the wire harnesses. Connect the six wire harnesses. If installing more than one game see "Link Install Instructions" before continuing.
7. Replace top cover and close the ticket door.

INSTALLATION

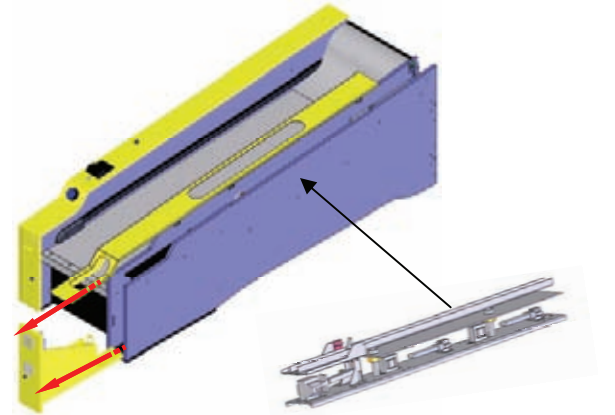
6. Slide the two halves together and using the included latching tool, latch both sides, top and bottom together. Insert the four latch plugs where you inserted the latch tool.



7. Install cage as shown below.



8. There are 3 thumb screws on each side to connect the front cage and two bottom screws to hold the sides.



Slide both the cash box and ball release cover out and out of the way. Remove the foam packing material located on top and underneath the ball release assembly. Replace the cover and coin door.

Although your game is ready for use and is set to its optimal settings it is still recommended to review the program settings and credit settings and make any changes at this time.

LINK INSTALL INSTRUCTIONS

To link games together you must first set the game's ID differently from one to the other. No game can have the same Link ID. In order to link past 10 you will need to upgrade the brain board. Please contact ICE Service for details.

A 25' phone cable is supplied that will need to run from one to the next linked game. See page 8 for location of phone cable connections and Link ID dial.

Coin Meter Location

The coin meter is located in the cash drawer. See page 22 for exact location.

MARQUEE INSTALL INSTRUCTIONS

There are three different bonus marquees available for 3 Across. NA7010X is used mostly for a single lane or when there is not enough height for the full size marquees NA7000X and NA7001X. The NA7010X programming information is stored on the games' main board while both the NA7000X and NA7001X overrides any mini marquee programming information and stores it's information directly on the marquee. See programming information on page 9 and 10 for details.

NA7010X Bonus Marquee Install

The marquee comes with two harnesses which need to be installed along with mounting the marquee onto the cabinet. One harness is a AC splitter that connects between the compact fluorescent bulb power plug found up top and the other is the communication cable which connects to the main board. Turn game off and unplug before starting. Begin by removing the plastic header panel and sliding the display mounting assembly up and out. There should be enough slack to rest the display mounting assembly on top of the game. See page 11 through 13 for diagrams. Connect the ac between the ac coming from below and the curly bulb. Be sure to reconnect the curly bulb's ac. Replace the display mounting assembly back into the cabinet and the plastic header panel. Connect the communication harness and mount the marquee with the supplied hardware. Run the communication cable on top of the cabinet, down the back, through the bottom following the rest of the harnesses back to the main board. Connect the harness into J2 on the main board. See full wiring diagram insert for detail information. See diagram on next page for mounting diagram.

NA7000X Bonus Marquee Install

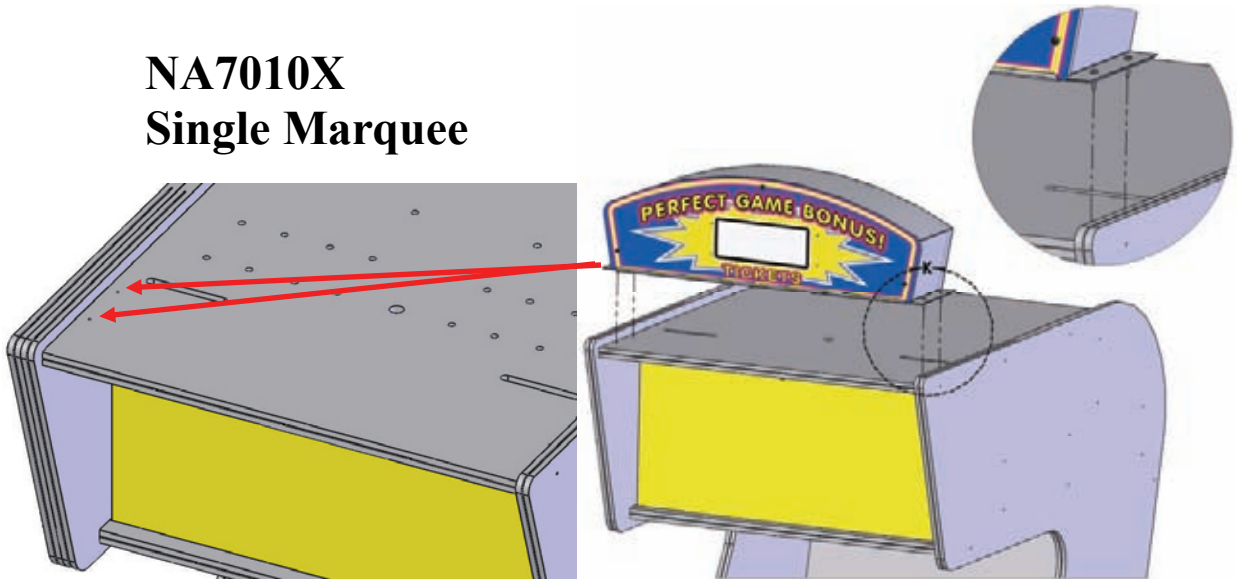
The marquee is shipped in two sections, a large display marquee and a smaller display marquee. This marquee assembly is to be positioned centered to all linked games. See diagrams on following page for example. Begin the install by mounting the larger display first, then the smaller display underneath. See diagrams on following page for details. Un-tie the grey cable coiled behind the upper marquee and connect this to the smaller marquee. Plug the AC cord and run that down the back and into a AC outlet. Connect one end of the phone cable to the upper marquee. The opposite end should connect to either end game by following the wire harnesses back to the main board and into any free link connection. See page 8 for phone cord connection.

To program the marquee press, on any linked lane, SW5. This will put the marquee in programming mode. Now use select and advance to change the settings on the marquee. Remember, the marquee has additional audio and therefore has it's own volume control independent from the main games.

NA7001X Bonus Marquee Install

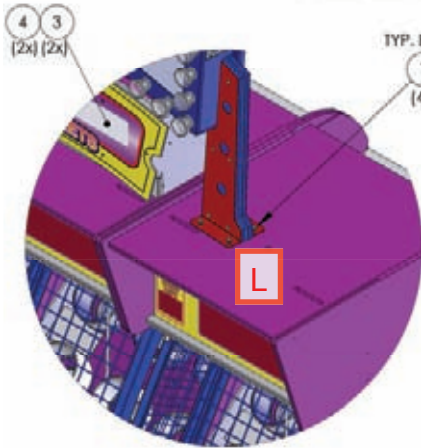
The marquee is the same as NA7000X except for the AC harness. If you have purchased the game with this option at the same time, one unit will have a "Left" sticker located on the back of the cabinet. This cabinet located in the upper header area has a 220 to 110 step down transformer. This is where you would plug in the AC harness instead of a AC outlet as described above. If you purchased this option separate a 220 to 110 step down transformer is included and will need to be mounted inside the header area before mounting the marquee.

NA7010X Single Marquee

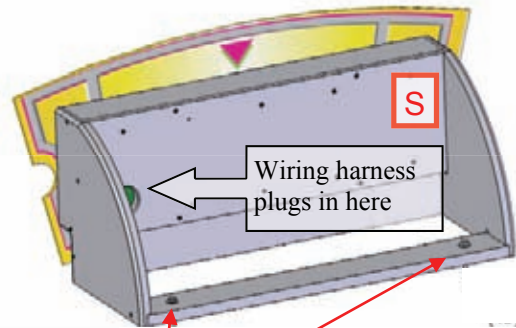


NA7000X series

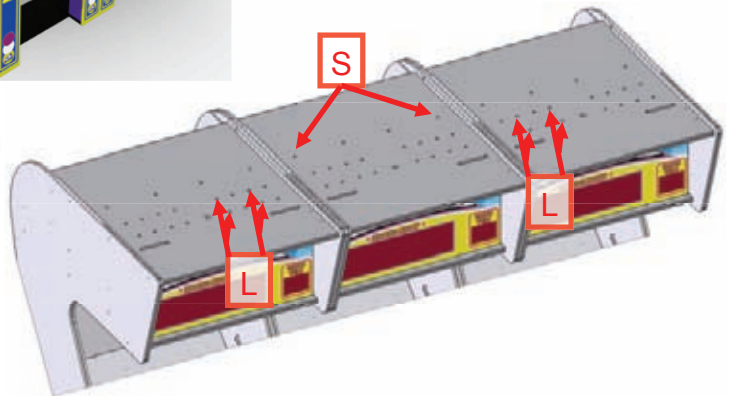
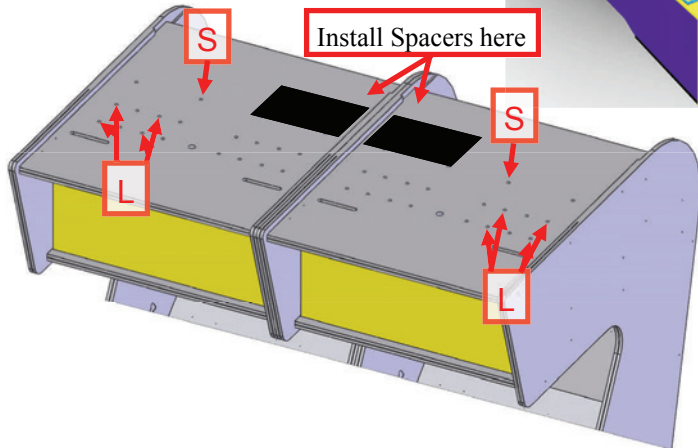
ITEM NO.	PART NUMBER	DESCRIPTION
1	6194	1/4-20 x 1 1/4 HH BOLT
2	6075	1/4 x 3/4 FLAT WASHER ZINC
3	6082	1/4-20 x 2 HHMB (FULL THREAD)
4	6075	1/4 x 3/4 FLAT WASHER ZINC



TYP. EACH SIDE



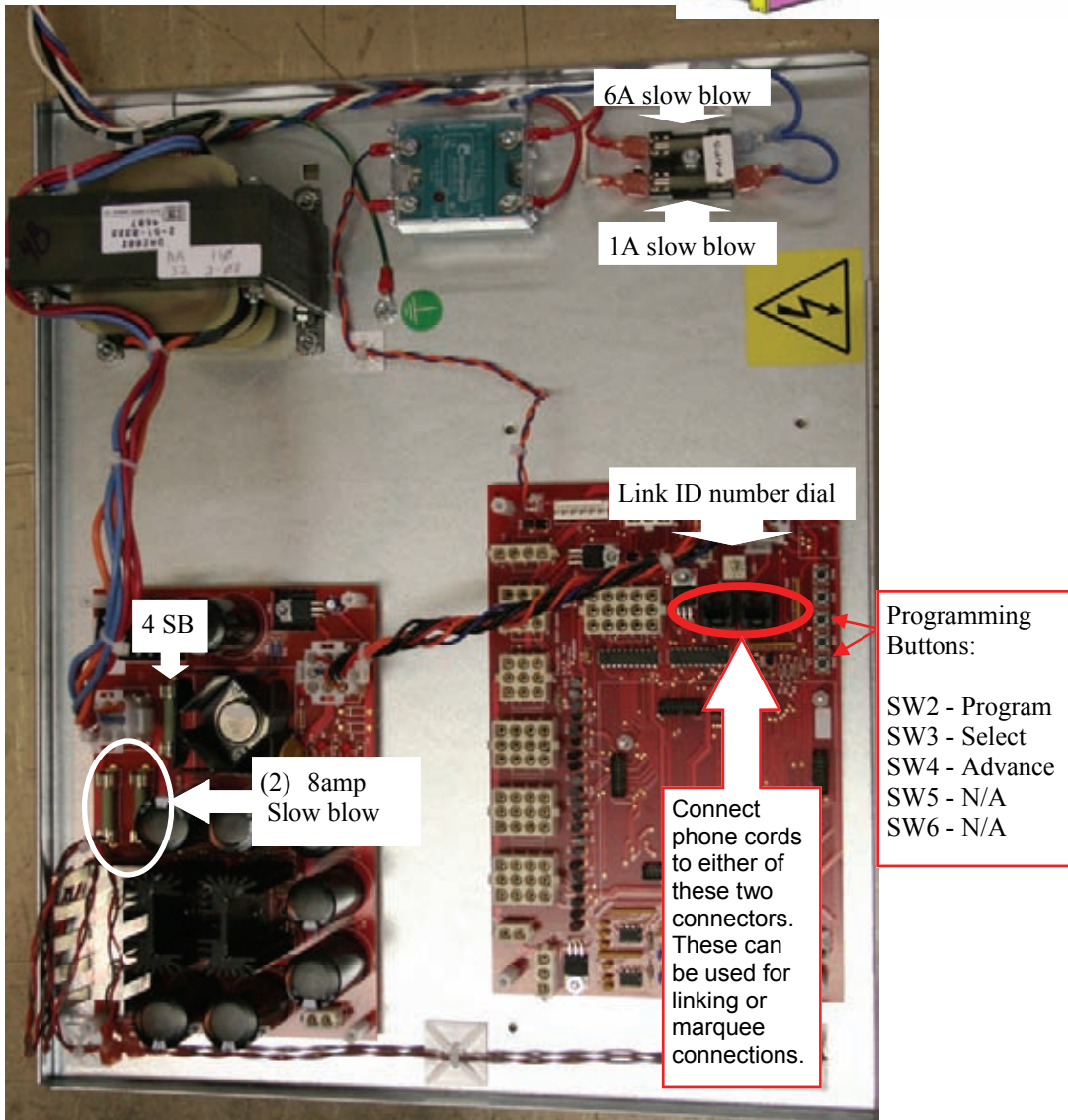
3 & 4



AC & DC POWER FUSE RATINGS

To access the fuses for both the AC and DC supplies, open the front access panel and located inside is a power module and board panel assembly. The power module has a 5 amp slow blow if your game is 110V option or 2.5 amp slow blow if your game is 220V option. Pictured below is the location and values of the remaining fuses for your game.

Unlock and open this panel to access AC and DC fuses and board panel assembly.



PROGRAMMING

Game Programming

Version 1.10 3/6/08 (Previous version was not linkable)

To enter programming, press “program” in attract mode. Pressing “program” during game play will be ignored. Cycle through the options with select and change the values with advance. Exit by pressing “program” which will save your changes.

Value	Description	Default	Min	Max	Comment
0	VOLUME	4	0	7	Volume
1	COIN1	2	0	10	Cost of a Game
2	DISCOUNT	0	0	10	Coin Discounting
3	Points Per Ticket	8	0	40	In thousands
4	JFP	3	0	10	Just for Playing Tickets
5	ATIME	3	0	90	Attract Time in minutes
6	THOUSANDS	1	0	9	Bonus (NA7010X Marquee only)
7	HUNDREDS	0	0	9	Bonus (NA7010X Marquee only)
8	TENS	0	0	9	Bonus (NA7010X Marquee only)
9	FACTORY	0	1	1	Factory Reset

With the default settings your total points would be divided by 8 for your ticket payout. The maximum bonus at any time is 9,990 tickets. See page 8 for details on programming the NA7000X Super Bonus Marquee.

Error Codes are displayed on power up diagnostics only:

Error	Description	Error	Description	Error	Description
2	Compact Flash Error	3	Sensor 1 Error	4	Sensor 2 Error
5	Sensor 3 Error	6	Sensor 4 Error	7	Sensor 5 Error
8	Sensor 6 Error	9	Sensor 7 Error	10	Sensor 8 Error
11	Sensor 9 Error	12	Sensor 10 Error	13	Sensor Zero Error
14	Sensor Ball Error				

Sensor Ball Counts are:

Sensor 1	Sensor 2	Sensor 3
Sensor 4	Sensor 5	Sensor 6
Sensor 7	Sensor 8	Sensor 9
	Sensor 10	

PROGRAMMING

NA7000X - Super Bonus Programming

Version 1.0 3/6/08 NA7000X software, requires game software version 1.10 or higher.

To enter remote programming, press sw5. This will display PRG on the game you are programming with. The marquee will then show volume. Pressing SW2 will advance to the next option while SW3 will advance the value of that option. Pressing SW5 again will exit remote programming.

Description	Default	Min	Max	Comment
VOLUME	4	0	9	Volume
THOUSANDS	1	0	9	Bonus
HUNDREDS	0	0	9	Bonus
TENS	0	0	9	Bonus

WARNING - The marquee will override the mini marquee value programmed on each game. If no mini-marquee display exists there will still be a value that is paid out if a perfect game is achieved. The order will be NA7000X's value and then NA7010X's value. If for any reason communication is lost between the NA7000X and the game, it will pay out whatever is programmed for the NA7010X there or not.

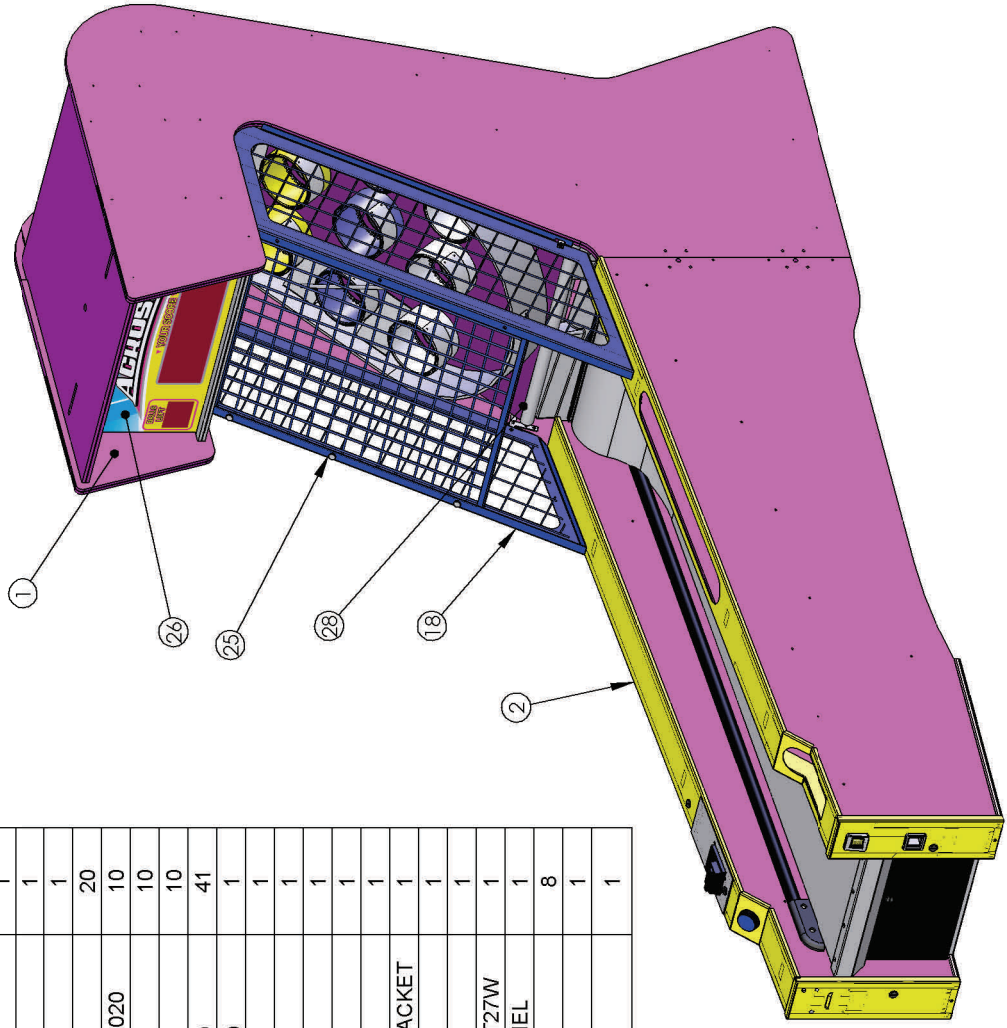
This is very important to remember as if communication is lost between the game and the NA7000 marquee, the game will default the bonus to whatever information was last programmed into the game's main board. Let say for example you are using a NA7000X bonus marquee and either have one or linked games and have the NA7000X bonus marquee set for 5000. If at anytime communication is lost between the NA7000X bonus marquee and any of the games, that game that lost communication will pay the default of 1000 for the bonus instead of 5000 programmed on the NA7000X bonus marquee.

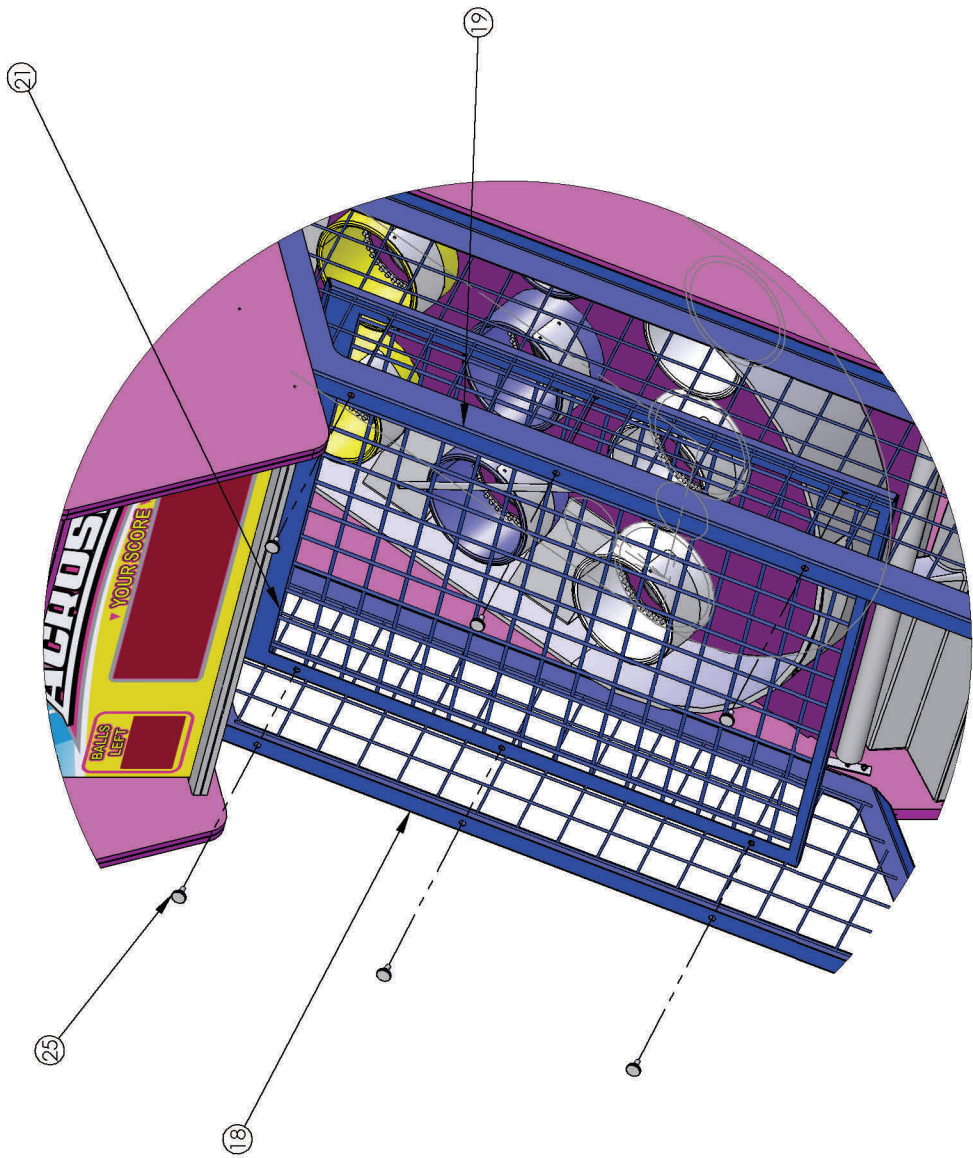
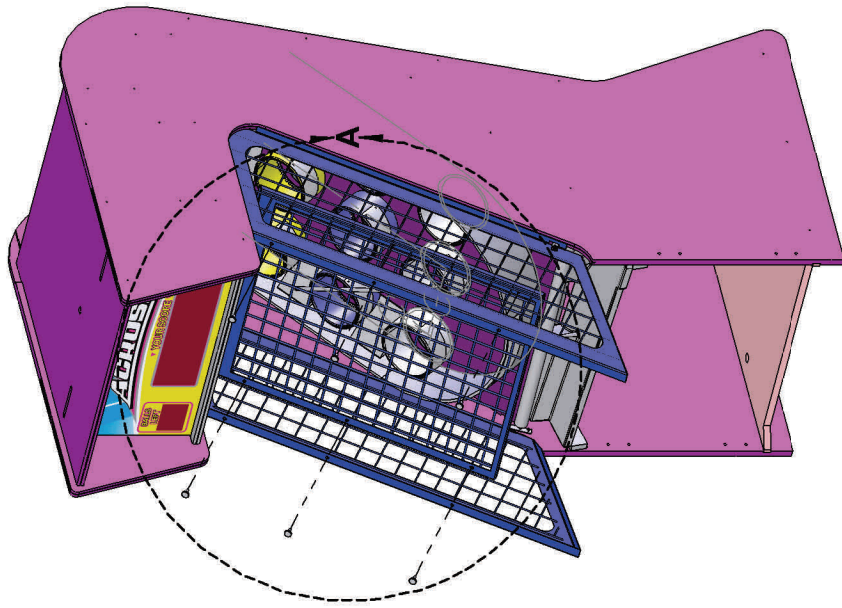
New Jersey Programming notes

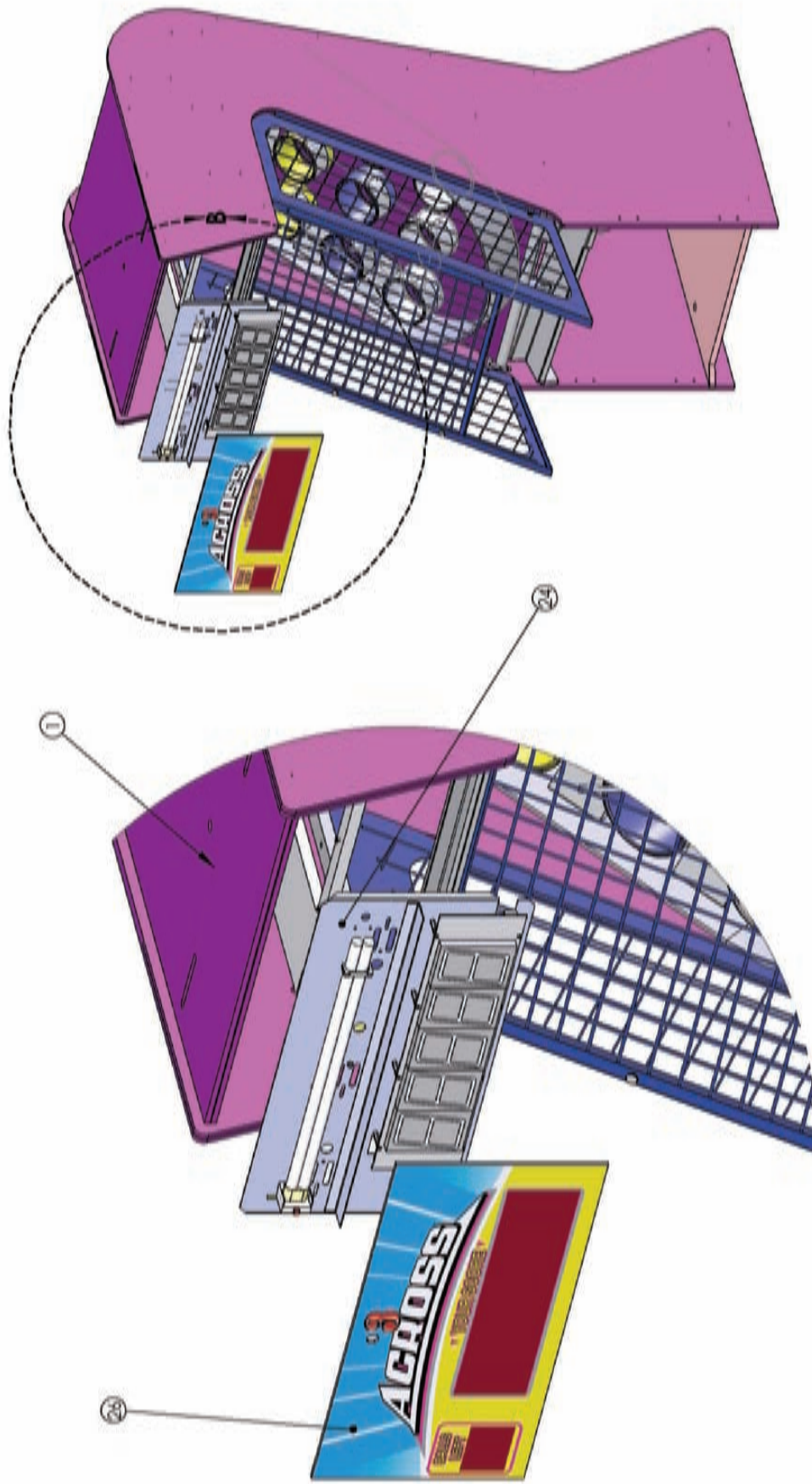
Version 1.02 (Non Linking)

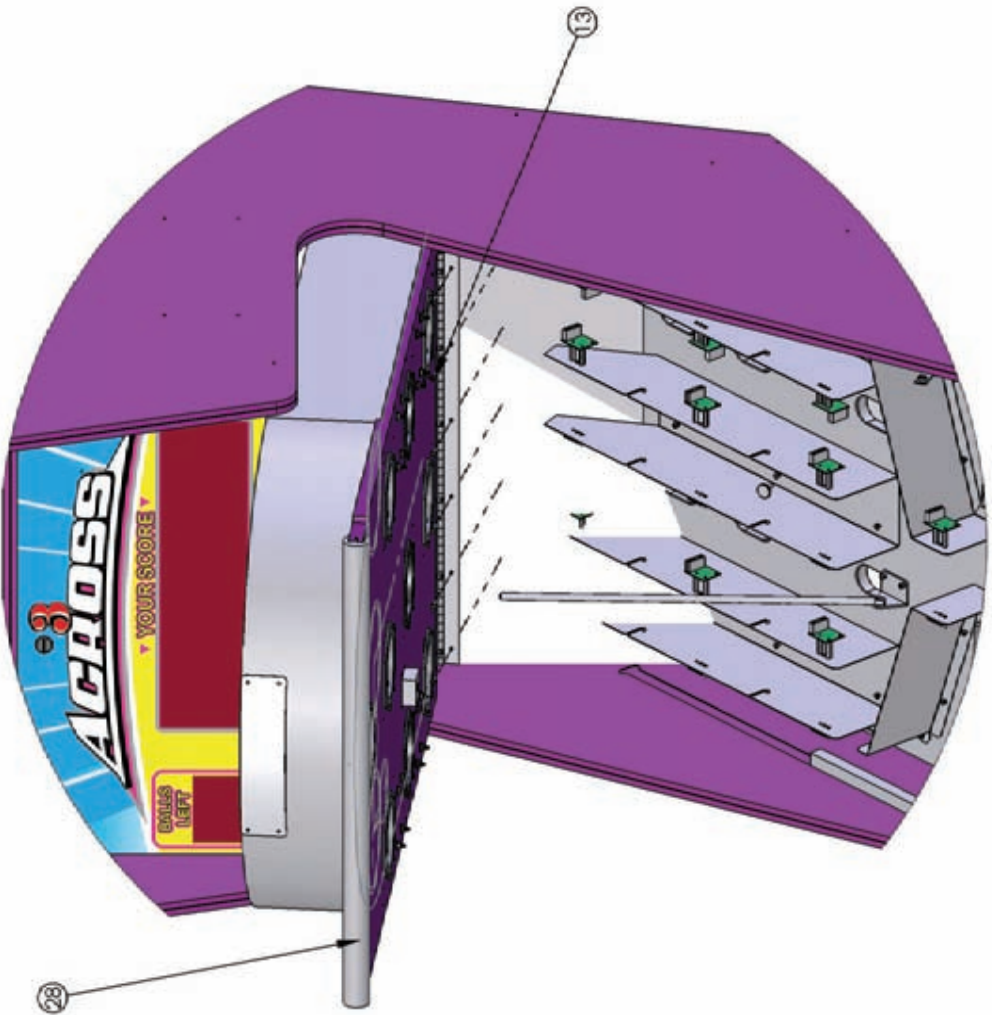
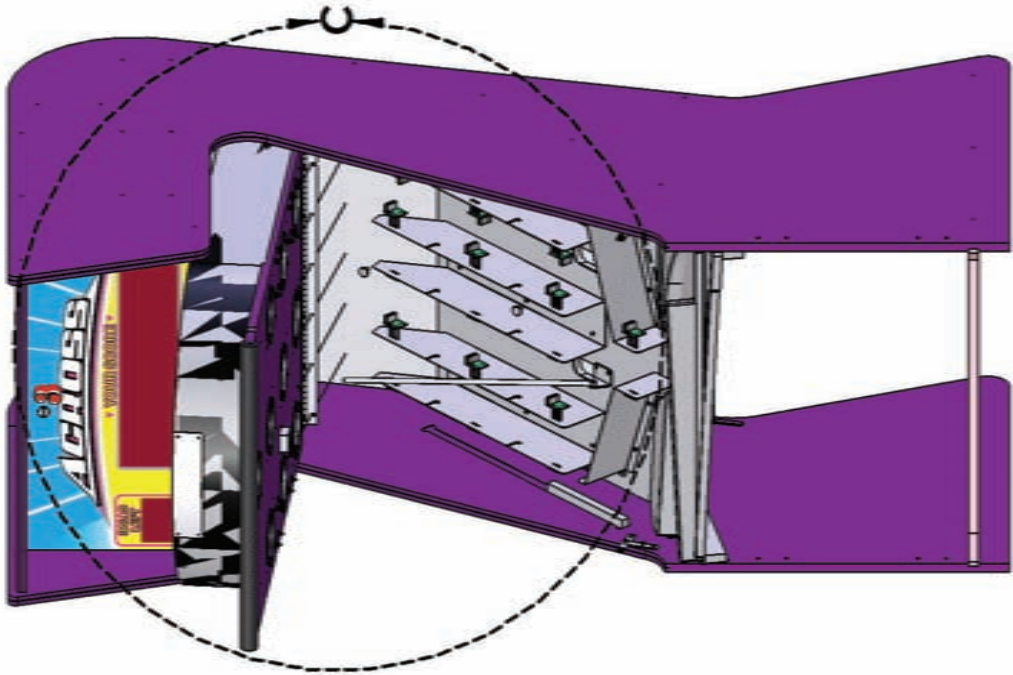
The game's programming is same with the following differences. Upon power up the game will validate the software and display a 911 if not valid. Upon power loss, credits and tickets owed are saved until power is restored. The game will allow the player to replay their game if interrupted by power loss. When power is restored when tickets are owed they are dispensed before game will return to normal operation. The game will also prevent you from adding credits during game play.

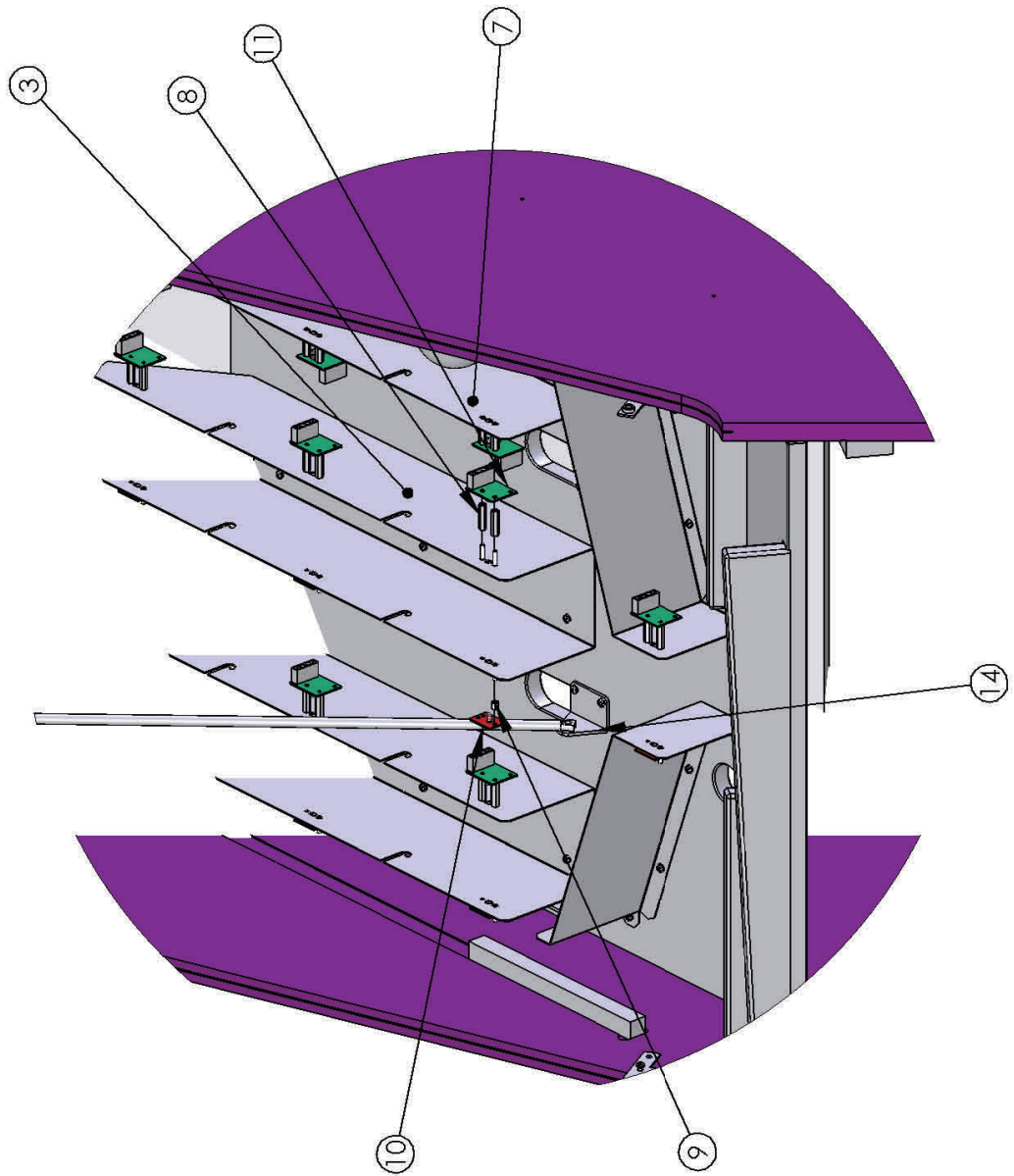
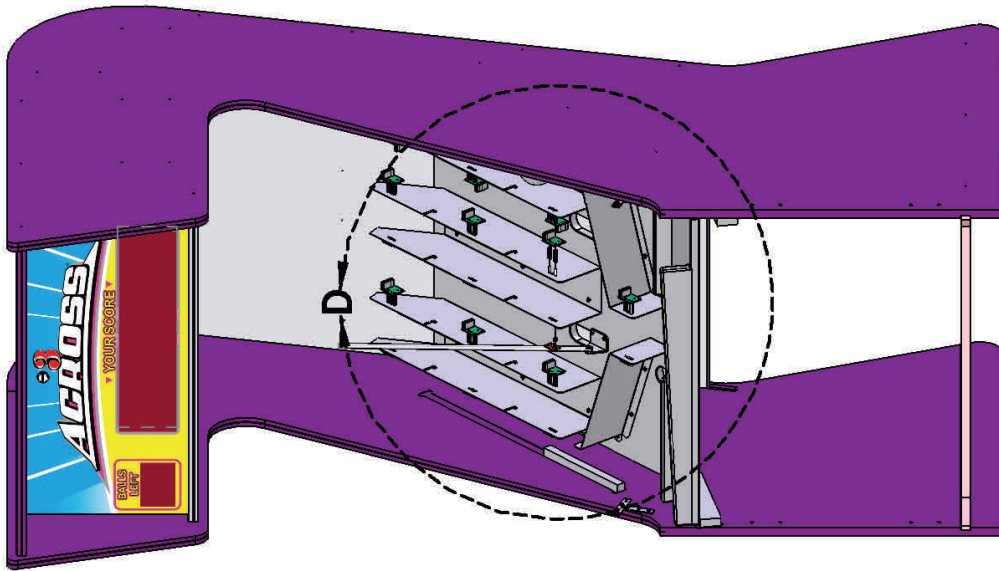
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	NA3070X	REAR CABINET ASSEMBLY	1
2	NA3050X	FRONT CABINET ASSEMBLY	1
3	NA1026	BALL CHUTE LEFT & CENTER	2
4	AR3069	BALL DIVERTER	1
5	NA1013	BALL FUNNEL L	1
6	NA1014	BALL FUNNEL R	1
7	NA1027	BALL CHUTE RIGHT	1
8	643	6-32 x 1" HH SPACER	20
9	PC60643	6-32 x 5/8 HH SPACER 14HTSP020	10
10	FP2009B	RECEIVER	10
11	RB2009X	OPTO BOARD	10
13	655	#8 x 3/4 SQ. DRIVE (BLACK)	41
14	CX1029	BRACKET (PISTON MOUNT)	1
15	RB1045	TARGET PROP ROD	1
16	6120_L	T BRACKET	1
17	6120_R	T BRACKET	1
18	AR1033	CAGE LEFT	1
19	AR1034	CAGE RIGHT	1
20	AR1013	PLAYFIELD LIGHT MOUNTING BRACKET	1
21	AR1035	CAGE FRONT	1
22	SH2130X	ASY (2D BULB SOCKET)	1
23	E00382	BULB CF 27W (PHILIPS #EL/MDT27W)	1
24	NA1030X	ASY DISPLAY MOUNTING PANEL	1
25	AR3019X	THUMB SCREW	8
26	NA7001	HEADER DISPLAY PANEL	1
28	NA3025X	PLAYFIELD ASSEMBLY	1



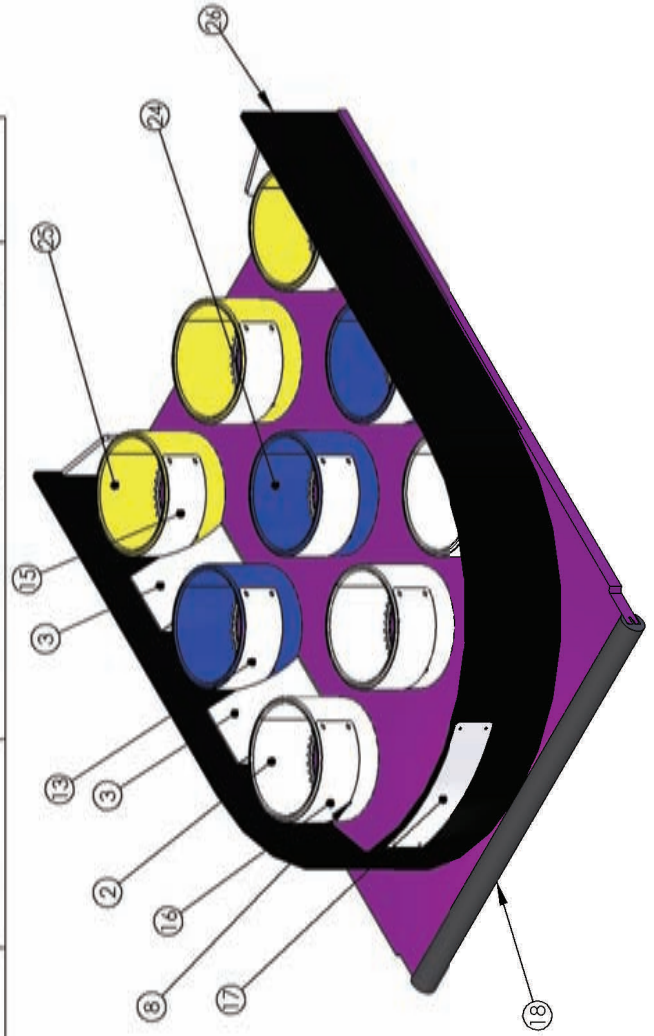
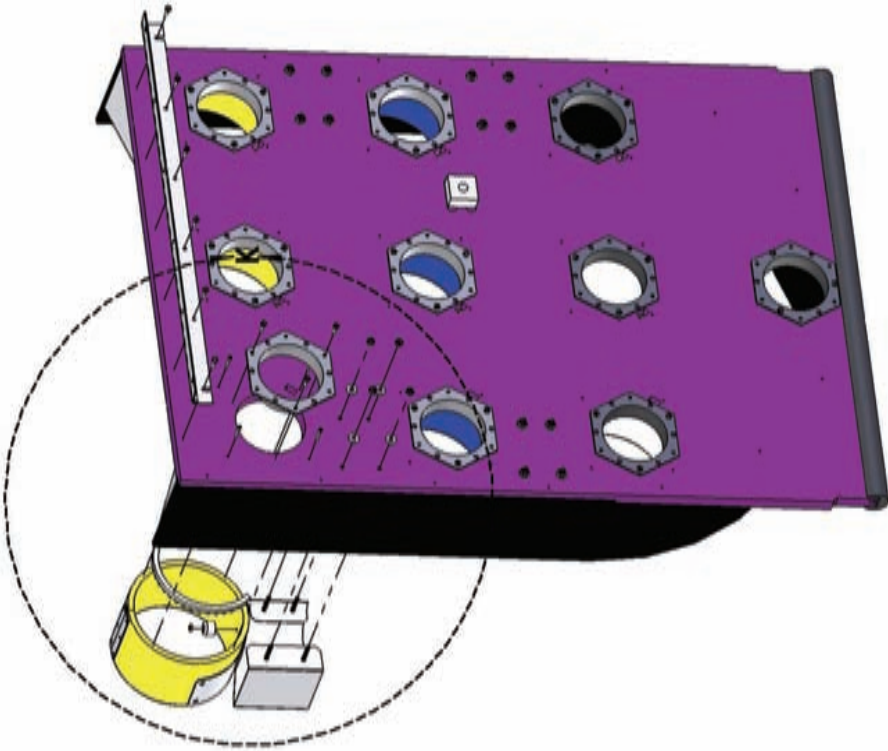


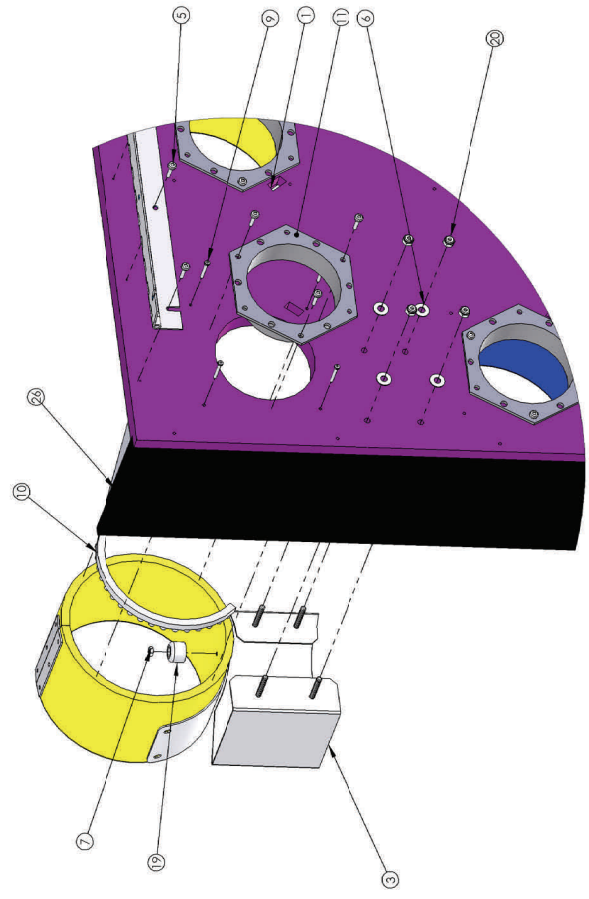
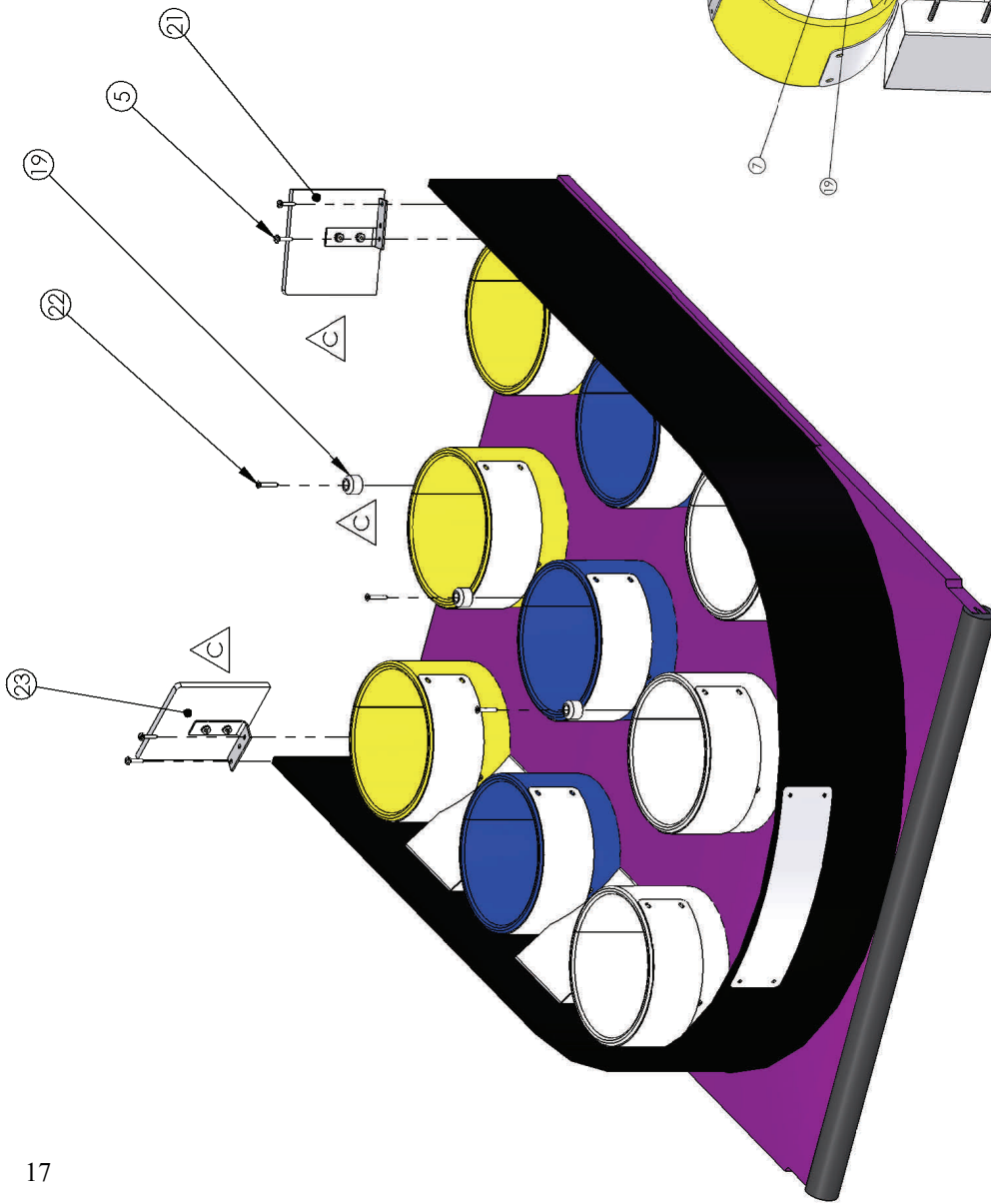




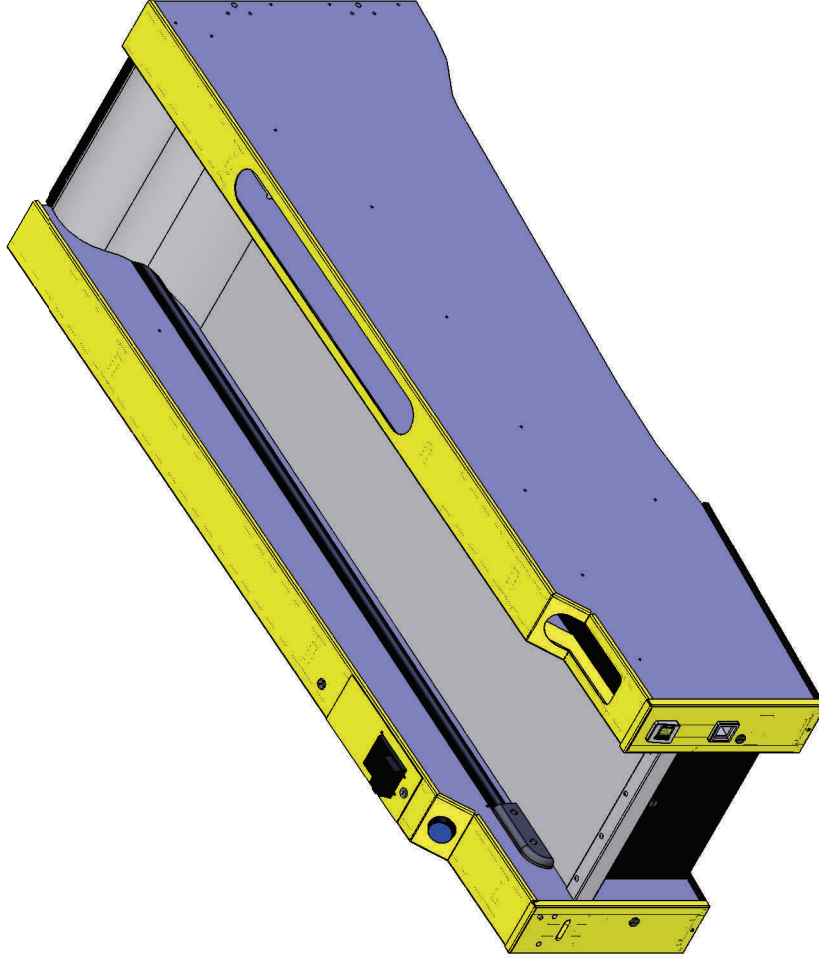


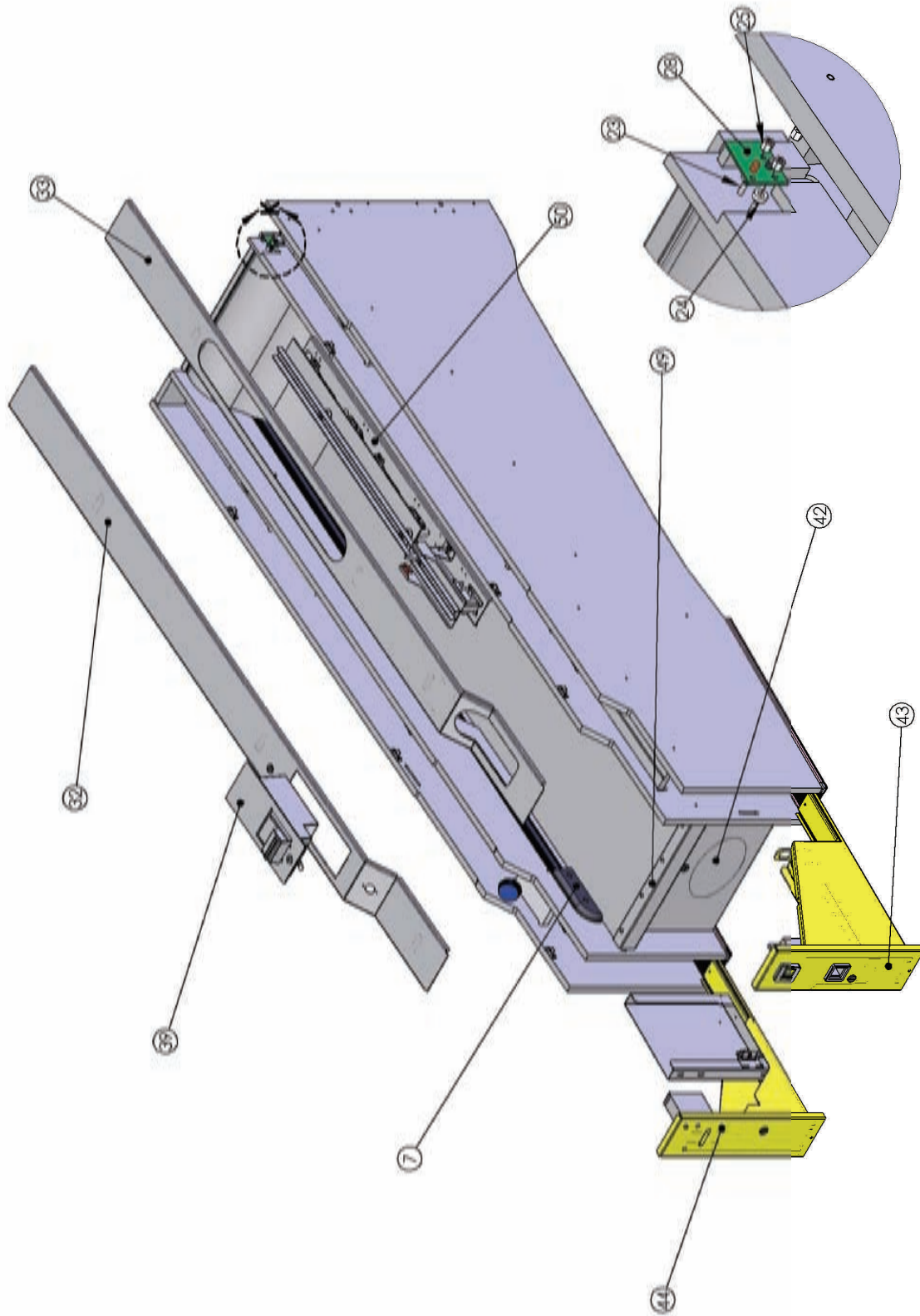
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	NA3053	PLAYFIELD	1
2	NA3010WX	WHITE CUP RING	3
3	NA1015	PLAYFIELD RAMP	4
4	NA1018	PLAYFIELD HINGE	1
5	655	#8 x 3/4 SQ. DRIVE (BLACK)	40
6	6020	#10 FLAT WASHER USS (#12 SAE)	16
7	6097 6-32 HEX NUT	6-32 HEX NUT	9
8	6663	6-32 x 5/8" FHPHMS	9
9	6129	#4 x 1" SQ. DRIVE	4
10	SCORE CUP LED_2	XXXXX	9
11	RB3003	Part TITLE Here	10
12	NA3097	PROP ROD BRACE	1
13	NA7016	4,000 POINT OVERLAY	3
14	AR1020	CUP CONNECTING PLATE	9
15	NA7015	5,000 POINT OVERLAY	3
16	NA7017	3,000 POINT OVERLAY	3
17	NA7019	1,000 POINT OVERLAY	1
18	214	T MOLDING (1 5/16" ROUND X 1 5/32" H. BLACK GLOSS)	1
19	4002	BUMPER (#2953w) 9540K53	12
20	6086	HJNUT 8-32	16
21	NA1031X	DEAD SPOT REMOVER R/H	1
22	6019	#6 DRYWALL SCREW 1"	3
23	NA1032X	DEAD SPOT REMOVER L/H	1
24	NA3010BX	BLUE CUP RING	3
25	NA3010YX	YELLOW CUP RING	3
26	NA3010AX	CUP MATERIAL (BLACK) (89.2" +1.00"/-0.00")	1

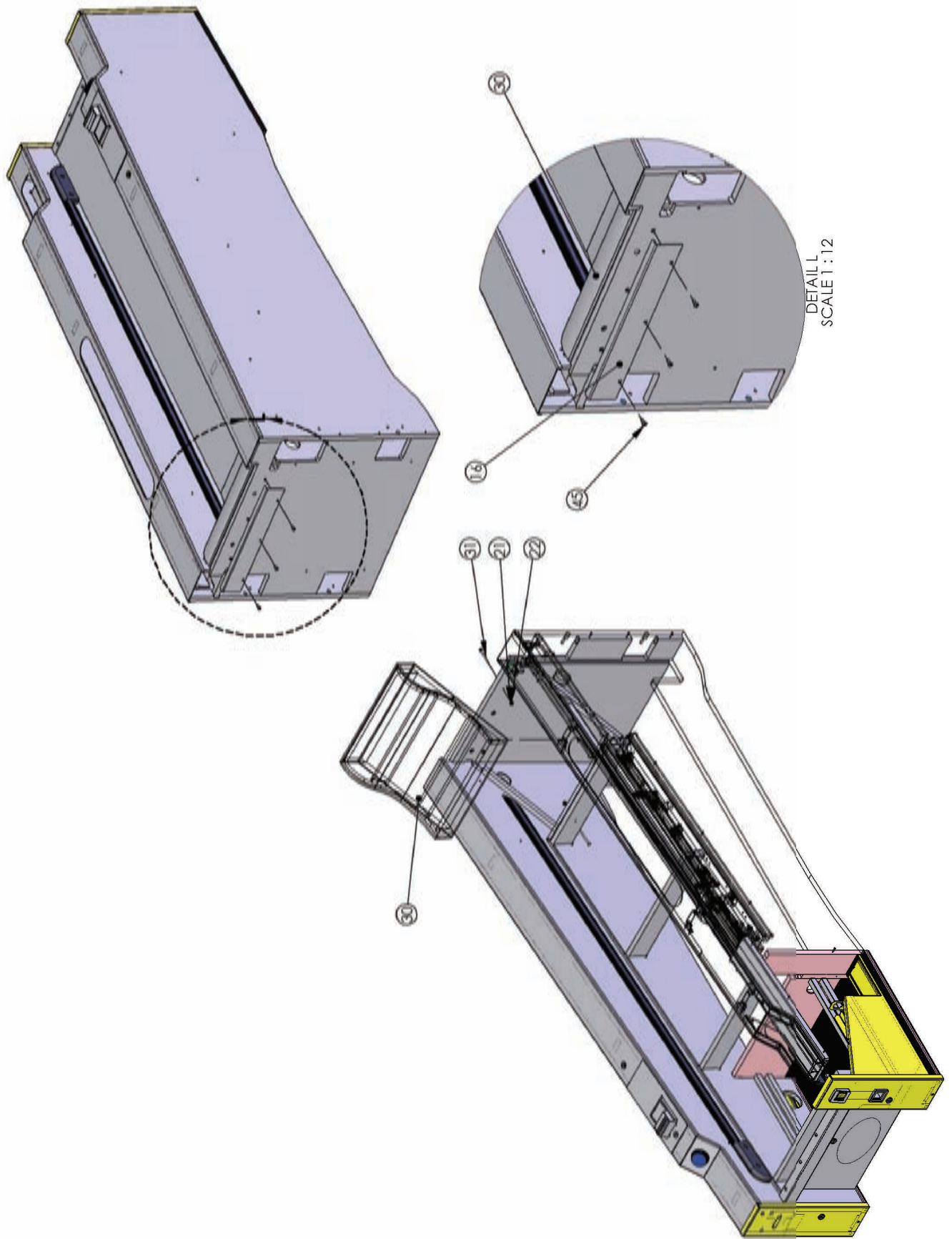


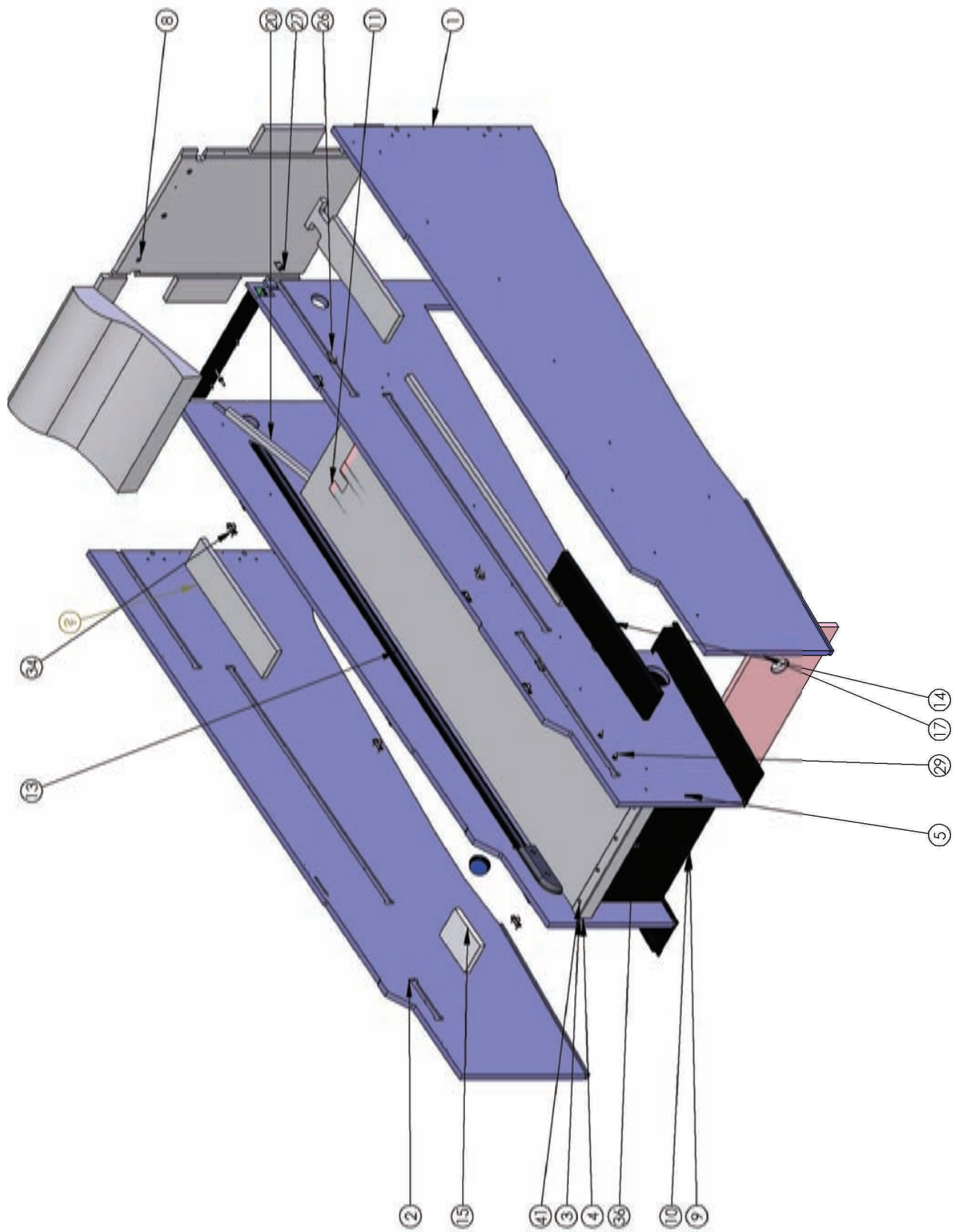


ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	NA3050	FRONT CABINET OUTER SIDE R	1
2	NA3051	FRONT CAB OUTER SIDE L	1
3	NA3057	RUNWAY SUBSURFACE	1
4	NA3061	FRONT CABINET INNER SIDE L	1
5	NA3062	FRONT CAB INNER SIDE R	1
6	NA3065	RUNWAY BUMPER ENDCAP	1
7	NA3066	RUNWAY BUMPER ENDCAP	1
8	NA3067X	FRONT CAB BACK ASSY	1
9	AR1010	FRONT CABINET ALIGNMENT MODULE	1
10	AR3007	ELECTRONIC ACCESS DOOR	1
11	RB3059	BALL RETURN SUPPORT, RIGHT	2
12	AR3072	PANEL (BALL FEED SUPPORT)	1
13	AR3020	RUNWAY BALL BUMPER	2
14	AR3164	BALL RETURN TRAY SUPPORT	1
15	AR3174	PANEL - TICKET SUPPORT	1
16	RB1123	BOUNCE BACK BRACKET	1
17	RB3158	RUNWAY SUPPORT MEMBER	1
18	RB3193	RUNWAY SUPPORT CLEAT	3
19	RB3194	RUNWAY BACK SUPPORT CLEAT	1
20	RB3195	RAMP CLEAT	2
21	6020	#10 FLAT WASHER USS (#12 SAE)	7
22	6040	10-24 KEP NUT	7
23	656	FH-632-12 (ZINC)	3
24	PC60648	#8 x 1/8 x 3/8 OD SPACER 16FW008125	3
25	PC60643	6-32 x 5/8 HH SPACER 14HTSP020	3
26	655	#8 x 3/4 SQ. DRIVE (BLACK)	34
27	RB2009B	PCBB (RED) OPTO SENSE	1
28	RB2009X	OPTO BOARD	1
29	6090	10-24 x 2" CARRIAGE BOLT	4
30	RB3180CX	BALL RAMP / SUPPORT ASSEMBLY	1
31	6236	10-24 x 2-1/2" CARRIAGE BOLT	2
32	NA1011	BALL CHANNEL COVER ASSY.	1
33	NA1012	BALL CHANNEL COVER ASSY.	1
34	AR1037	CLIP	12
35	CG2600	DBU MARS AE 2451	1
36	5014-1	CAM LOCK BARREL	2
37	5014.1.2	CAM	4
38	5014	7/8" CAMLOCK	1
39	NA1039	DBV DOOR	1
40	PC60631	025-20 CABINET INSERT (J50115)	4
41	6048	1/4-20 x 1" LG. BSHCS (ZINC)	4
42	AR1029	SPEAKER GRILLE	1
43	NA1006X	COIN DRAWER	1
44	NA1008X	TICKET DRAWER	1
45	PC60601	1/4-20 x 5/8 BSHCS (BLACK)	3
46	NA3090	BALL CHANNEL SUPPORT CLEAT	2
47	NA3096	ELECTRONIS BOARD SUPT. CLEAT	4
48	NA3172	PANEL (BALL FEED SUPPORT)	1
49	AR1019	ALLEY EDGE PROTECTOR	1
50	AR1009X	BALL RELEASE LEVER ASSEMBLY	1
51	AR2005	XXXX	1

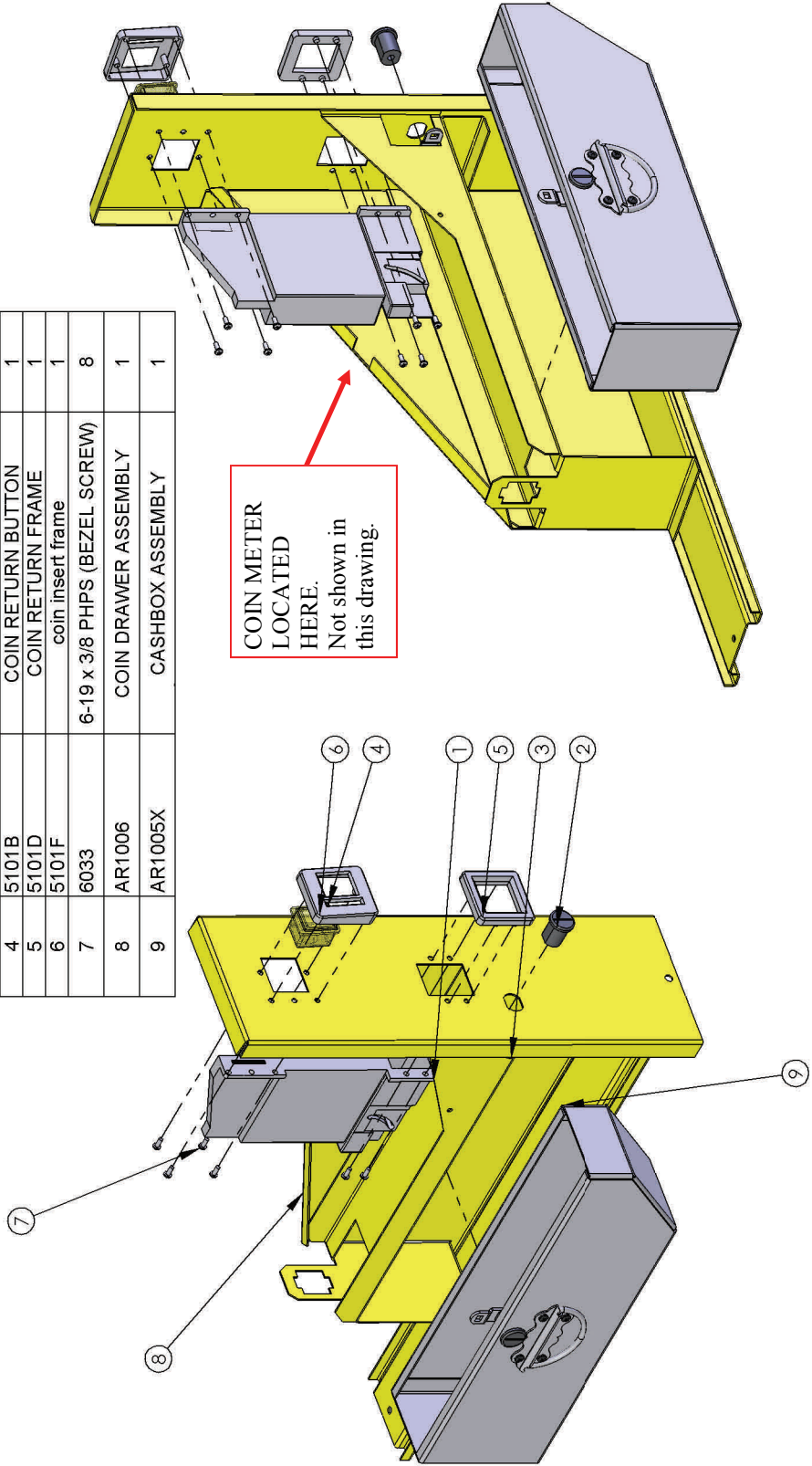




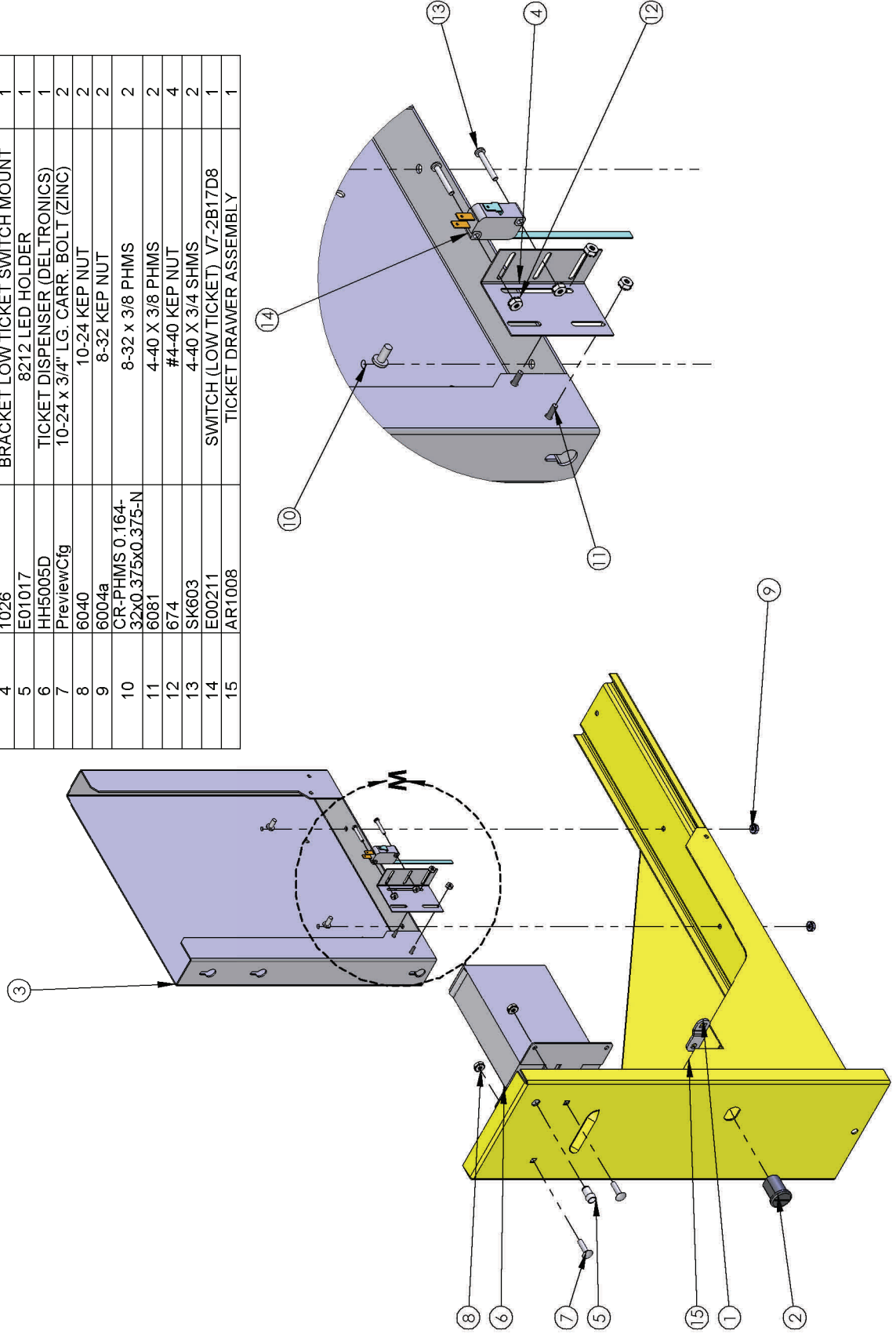


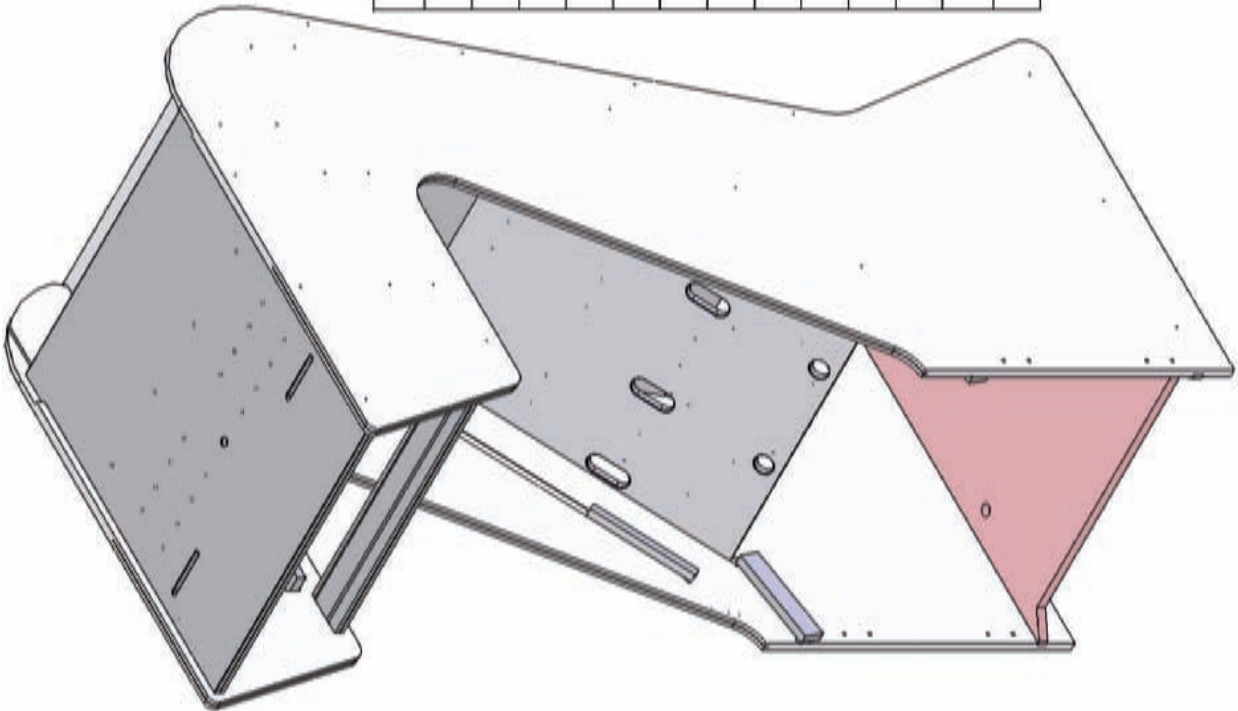


ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	5101	Coin Max	1
2	5014-1	CAM LOCK BARREL	1
3	5015A	1/4" OFFSET CAM	1
4	5101B	COIN RETURN BUTTON	1
5	5101D	COIN RETURN FRAME	1
6	5101F	coin insert frame	1
7	6033	6-19 x 3/8 PHPS (BEZEL SCREW)	8
8	AR1006	COIN DRAWER ASSEMBLY	1
9	AR1005X	CASHBOX ASSEMBLY	1

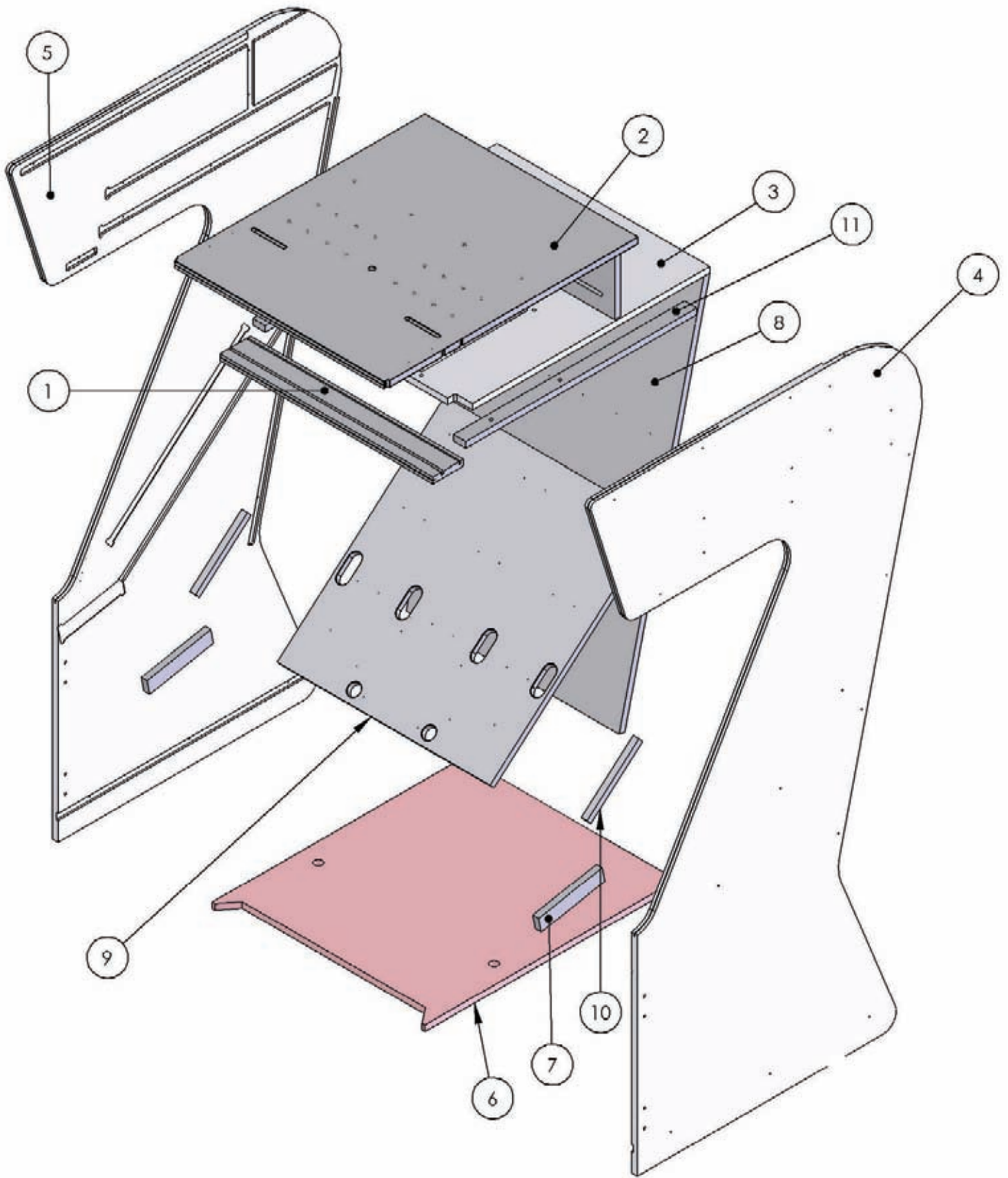


ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	5015A	1/4" OFFSET CAM	1
2	5014-1	CAM LOCK BARREL	1
3	1024	TICKET BIN (DOUBLE)	1
4	1026	BRACKET LOW TICKET SWITCH MOUNT	1
5	E01017	8212 LED HOLDER	1
6	HH5005D	TICKET DISPENSER (DELTRONICS)	1
7	PreviewCf.g	10-24 x 3/4" LG. CARR. BOLT (ZINC)	2
8	6040	10-24 KEP NUT	2
9	6004a	8-32 KEP NUT	2
10	CR-PHMS 0.164-32x0.375x0.375-N	8-32 x 3/8 PHMS	2
11	6081	4-40 X 3/8 PHMS	2
12	674	#4-40 KEP NUT	4
13	SK603	4-40 X 3/4 SHMS	2
14	E00211	SWITCH (LOW TICKET) V7-2B17D8	1
15	AR1008	TICKET DRAWER ASSEMBLY	1

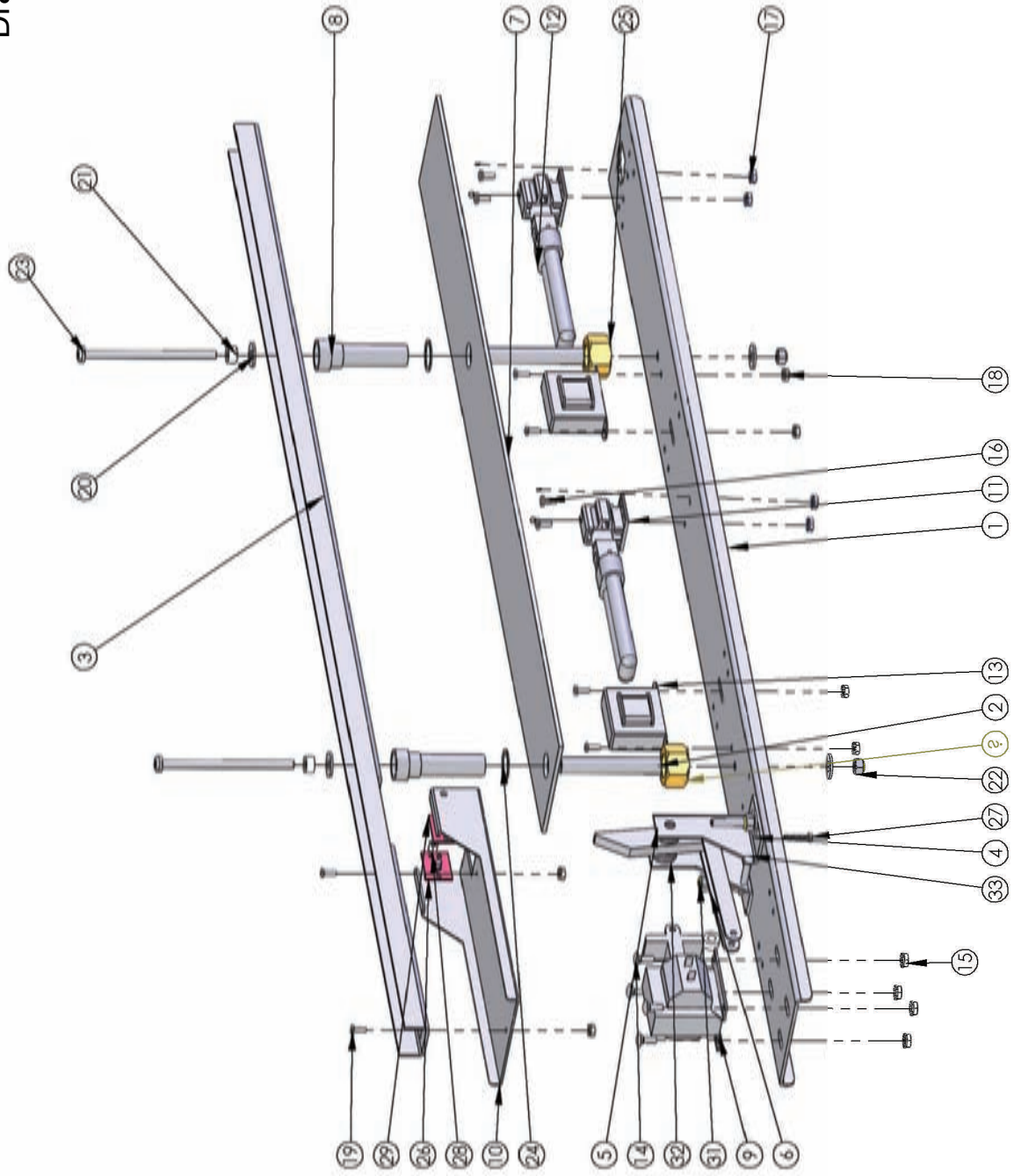




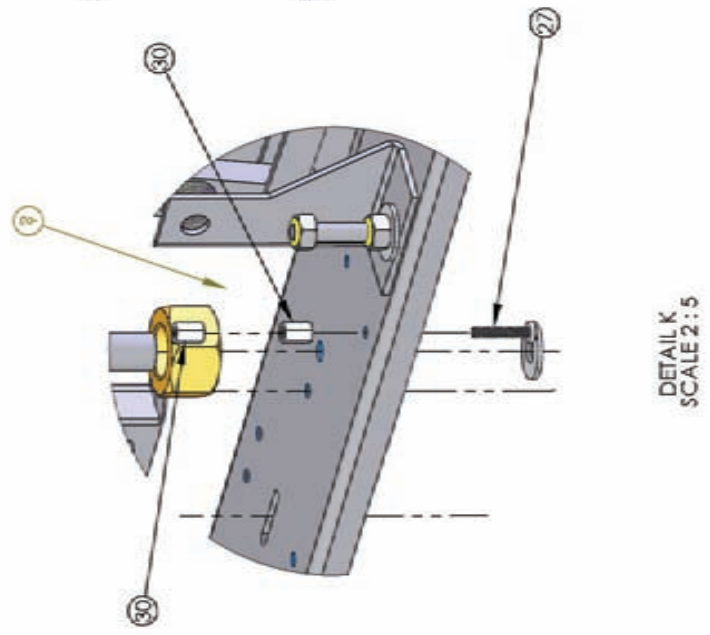
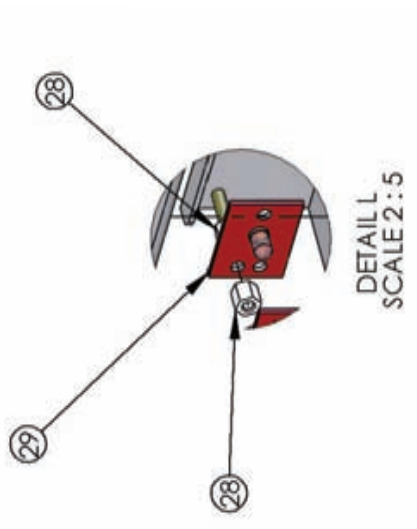
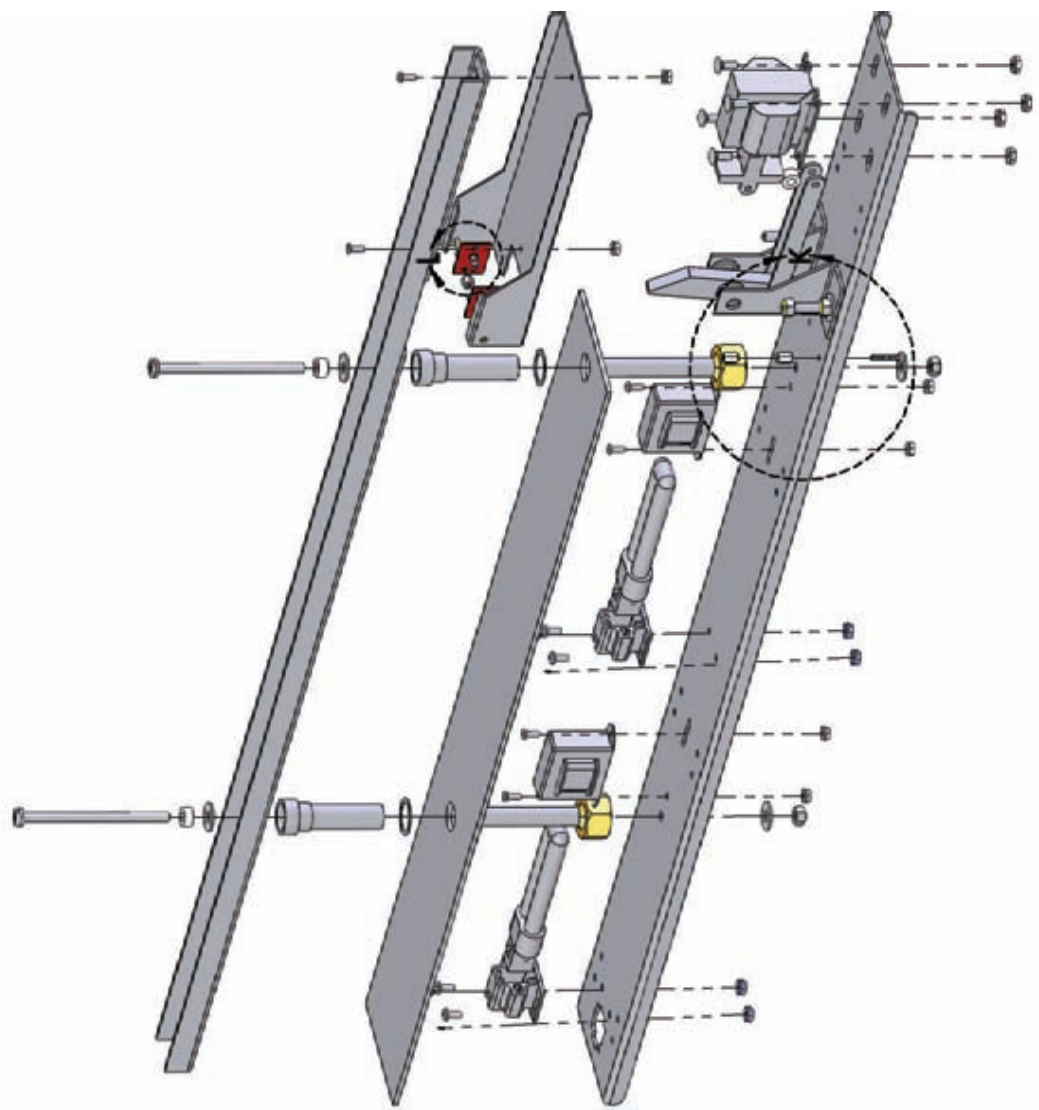
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	AR3054	HEADER BOTTOM PANEL	1
2	NA3055	HEADER REAR PANEL	1
3	NA3058	HEADER CEILING	1
4	NA3071	REAR SIDE PANEL R	1
5	NA3070	REAR SIDE PANEL L	1
6	AR3073	PANEL (REAR CABINET BOTTOM)	1
7	AR3080	DOOR CLEAT	2
8	NA3075	REAR CABINET BACK	1
9	NA3079	SENSOR PANEL	1
10	NA3091	PLAYFIELD CLEAT	2
11	NA3056	CAGE MOUNTING PANEL	2
12	PC60624	#8 x 2 PARTICAL BOARD SCREW(4000)	1
13	AR3052CX	HEADER TOP PANEL ASSEMBLY	1



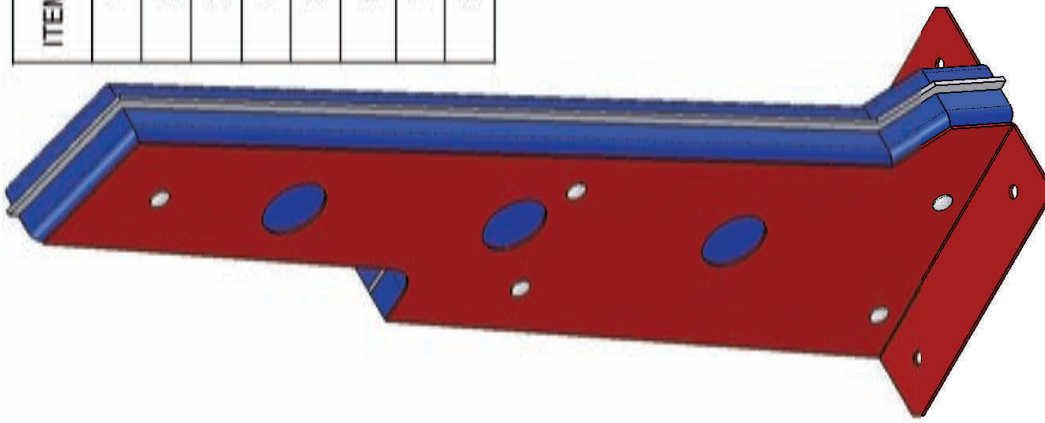
AR1009X - Ball Release Lever Assembly
Drawing 2 of 3



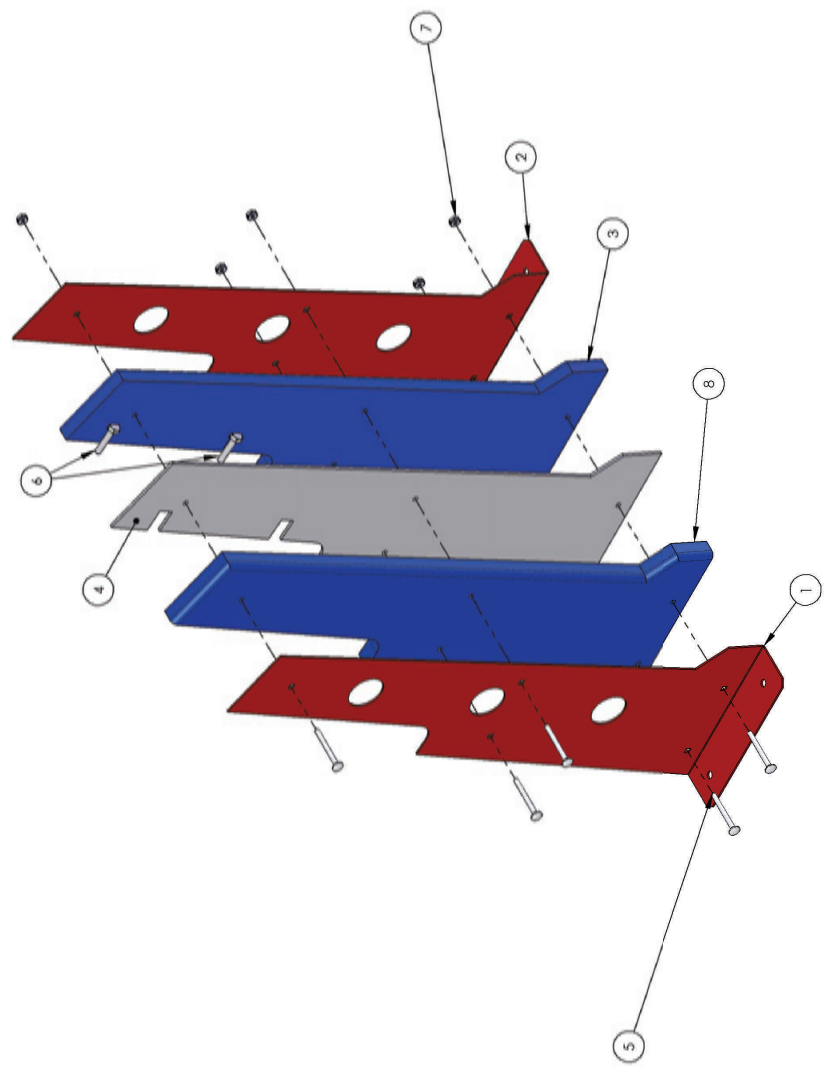
AR1009X - Ball Release Lever Assembly
Drawing 3 of 3



ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	NA1021	MARQUEE LEG SKIN R	1
2	NA1020	MARQUEE LEG SKIN L	1
3	NA3022	LEG CORE FRONT	1
4	NA3023	LEG SPACER	1
5	6090	10-24 x 2" CARRIAGE BOLT	5
6	6008	5/16-18 x 1 3/4 HHMB ZINC FULL THREAD	2
7	6040	10-24 KEP NUT	5
8	NA3026	LEG CORE REAR	1



FOR NA7000X
(3-ACROSS)

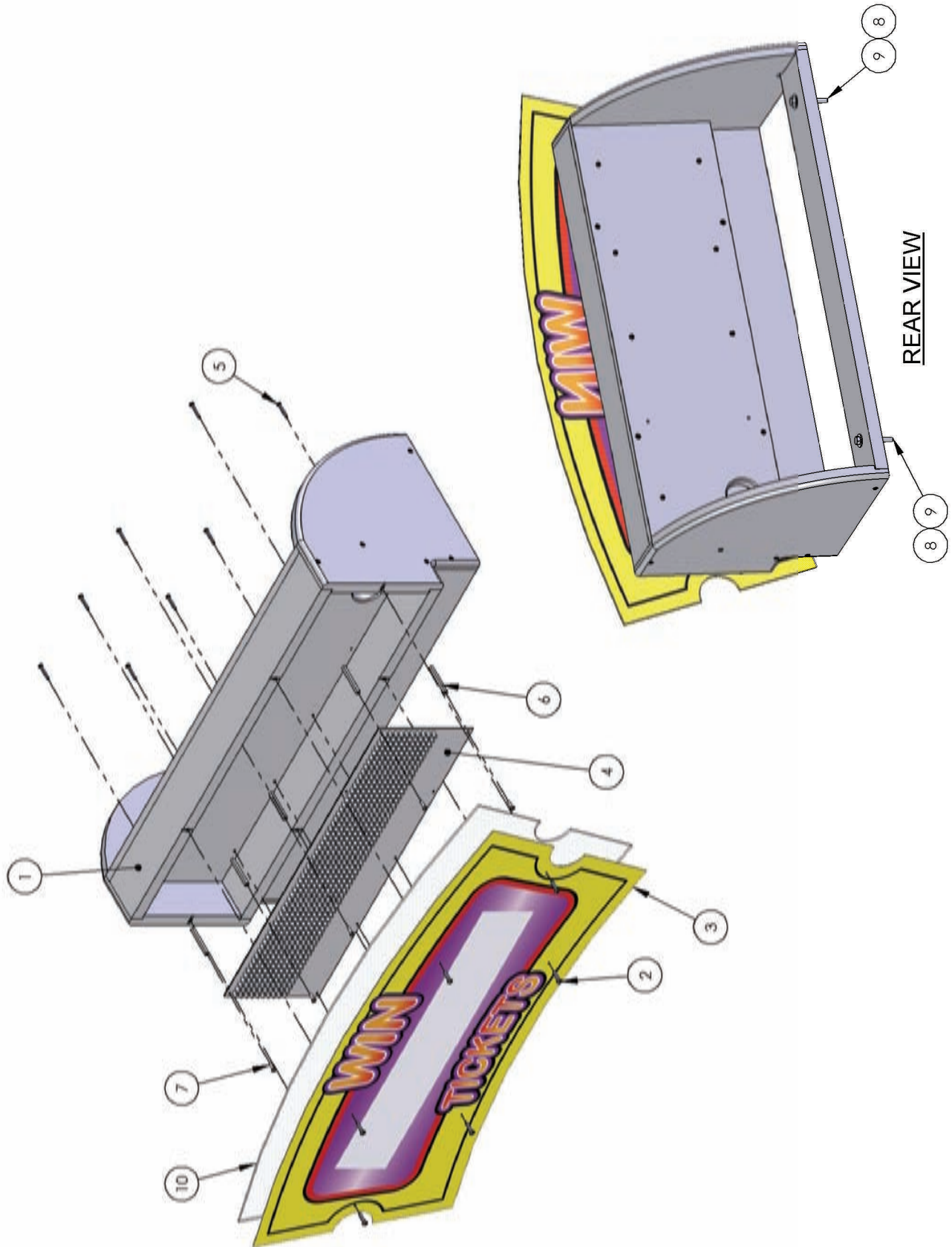


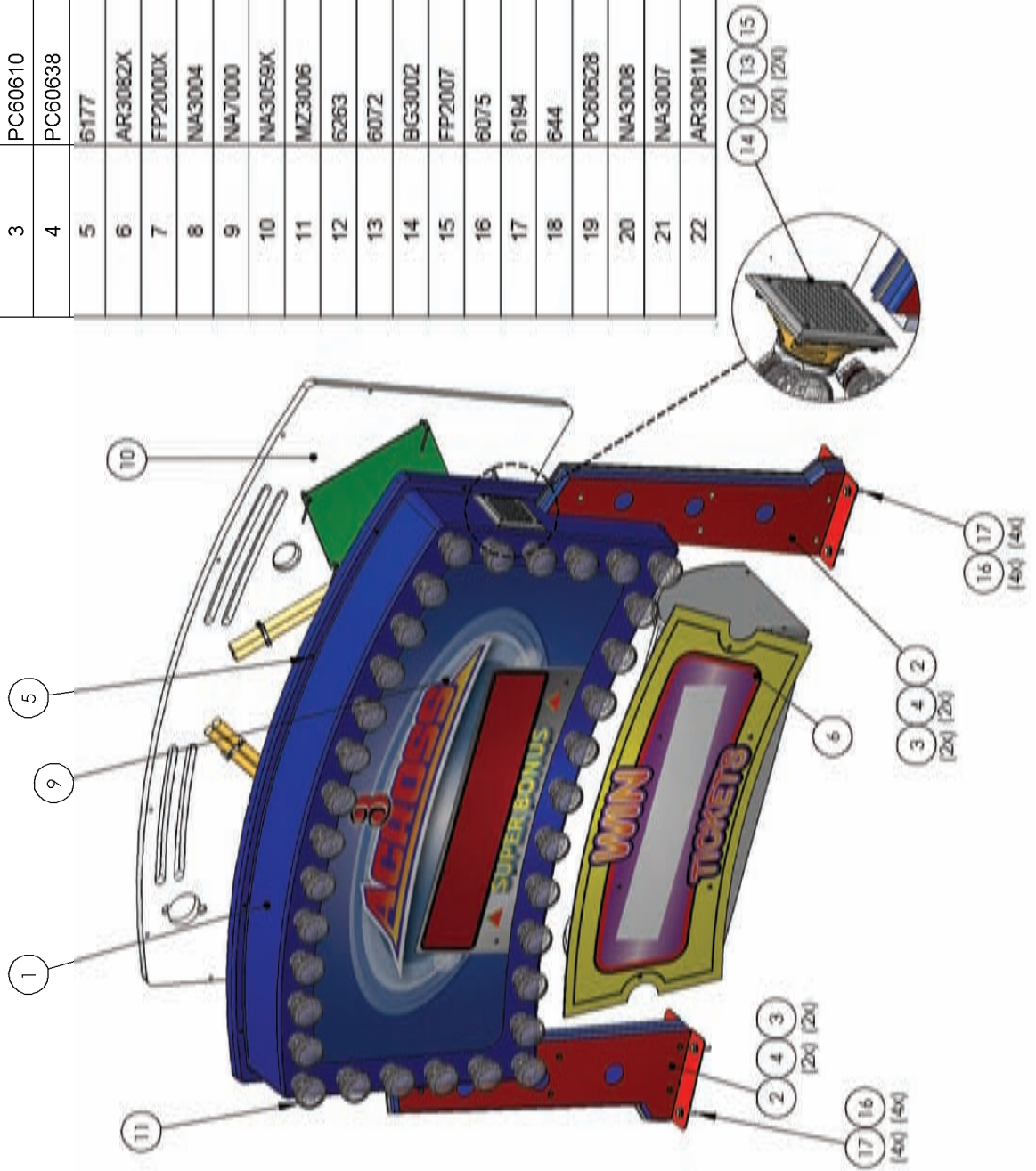


NA7005

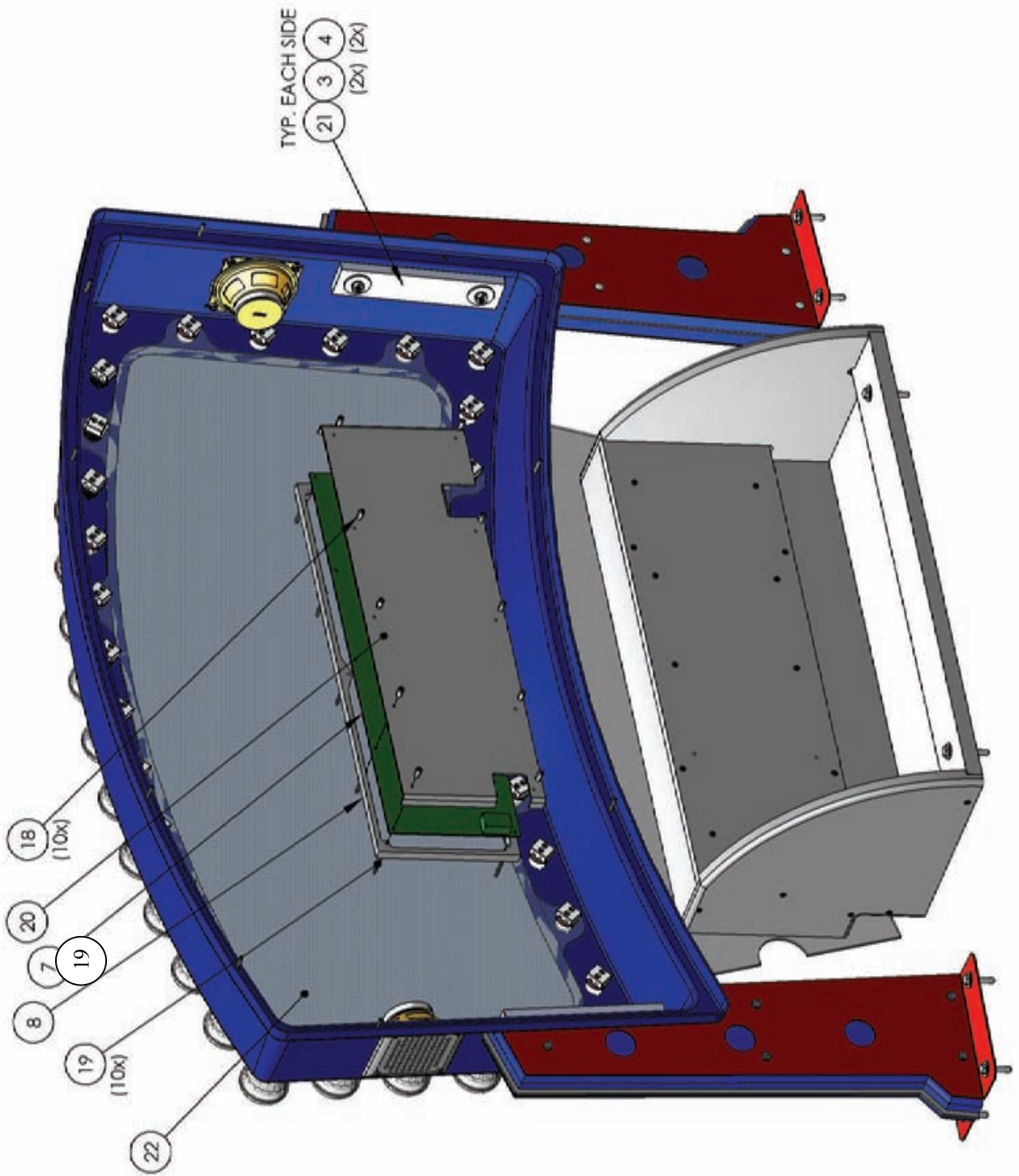


ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	AR3082CX	TICKET MARQUEE ENCLOSURE	1
2	6263	BHCS #8-32 x .75" LG. (BLACK OXIDE)	6
3	NA7005	MARQUEE TICKET	1
4	NBLedBoard	XXXXX	1
5	6314	6-32 x 1 PHMS BLACK	8
6	6221	6-32 X 2" PLASTIC SPACER	8
7	6002	6-32 x 1/2" LG. PPMS	8
8	6075	1/4 X 3/4 FLAT WASHER - ZINC	2
9	6082	1/4-20 x 2.0" LG. HH BOLT	2
10	NA3030	MARQUEE TICKET PLASTIC	1



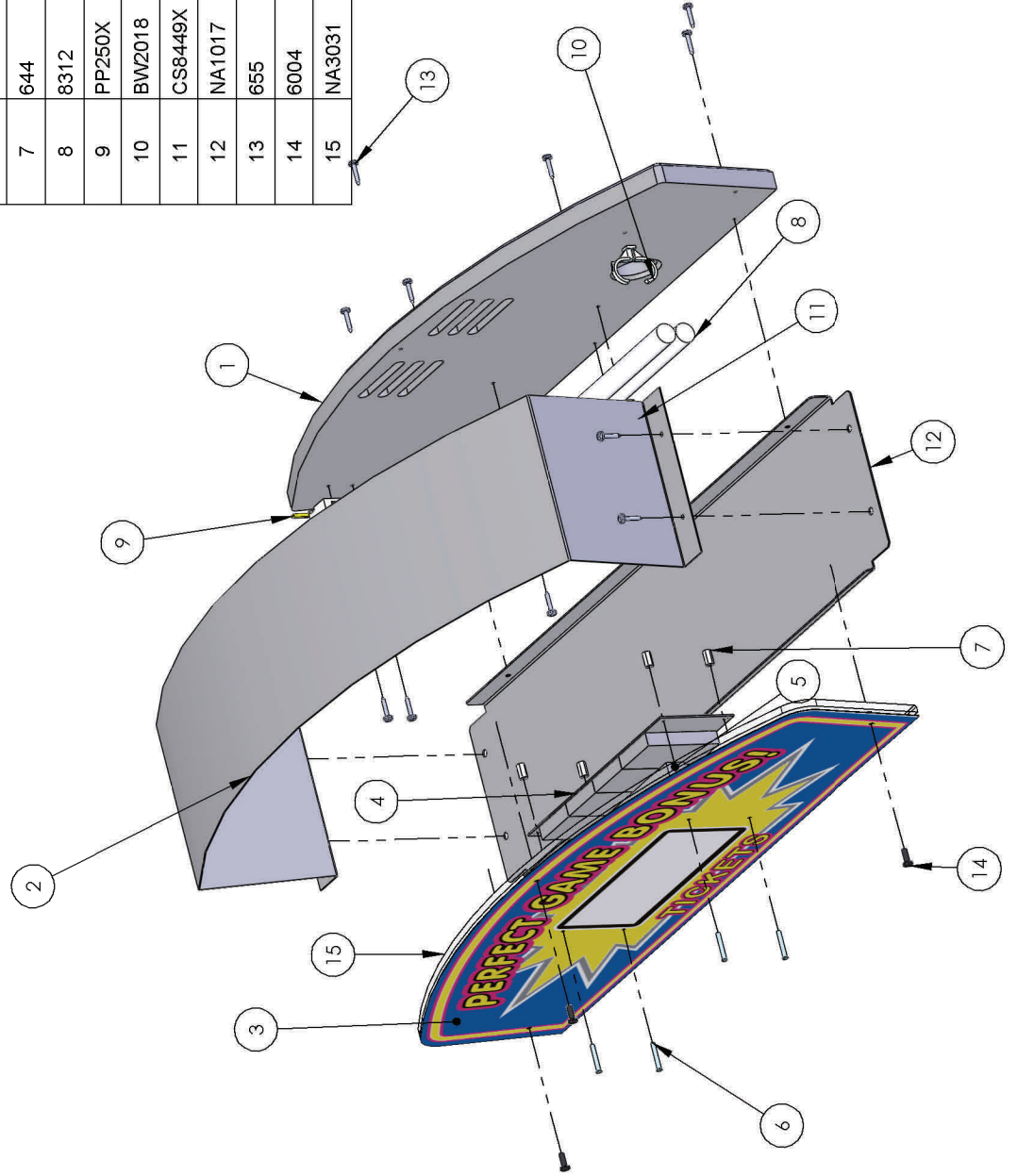


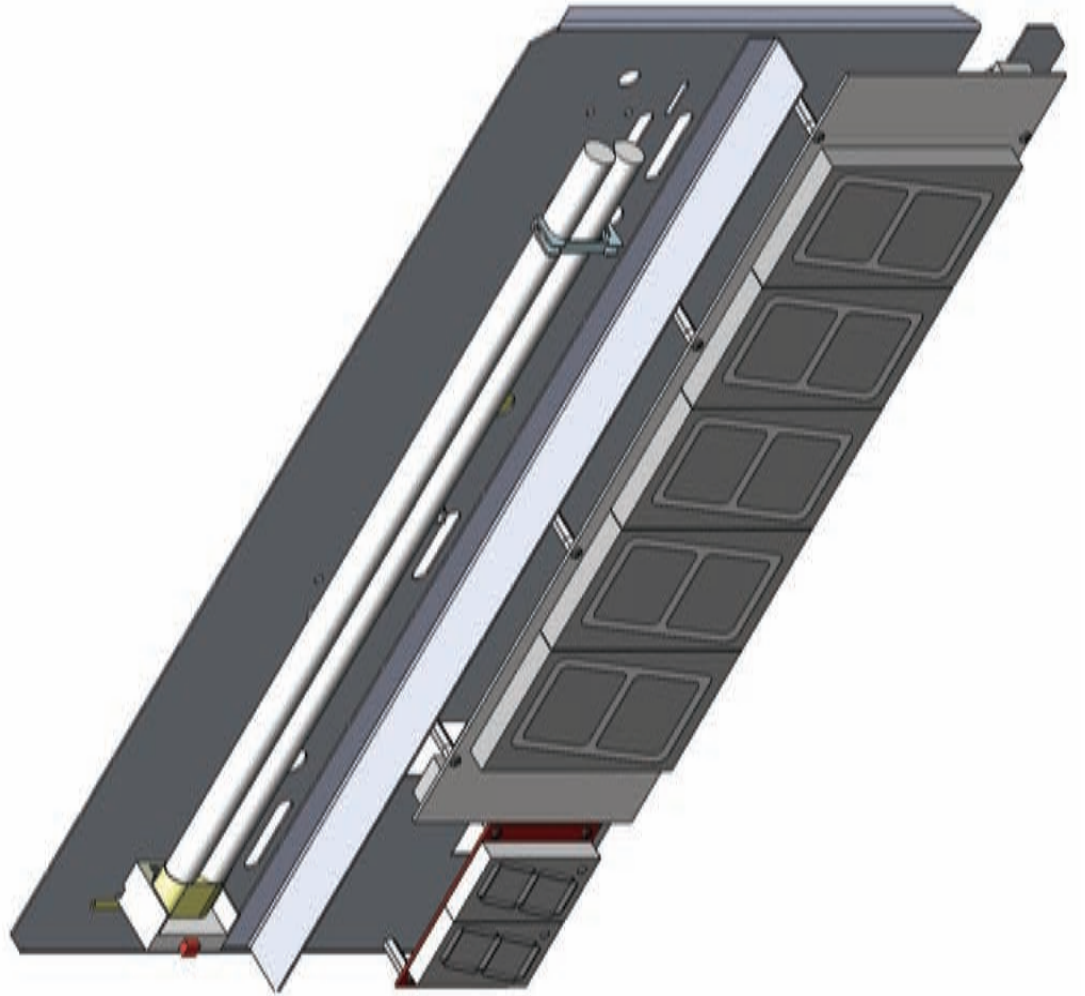
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	NA3024	MARQUEE HOUSING	1
2	NA1020X	MARQUEE LEG ASSY	2
3	PC60610	5/16 x 1 1/4 x .090 F-WASHER	4
4	PC60638	5/16-18 KEPNUT	4
5	6177	#8-32 x 1" LG PPHMS	8
6	AR3062X	TICKET MARQUEE ASSEMBLY	1
7	FP2000X	DISPLAY BOARD	1
8	NA3004	MQ LIGHT SHIELD	1
9	NA7000	MARQUEE GRAPHIC	1
10	NA3059X	MQ BACK PANEL ASSEMBLY	1
11	MZ3006	TURBO FUNLIGHT BULB ASY	34
12	6263	BHCS #8-32 x .75" LG. (BLACK OXIDE)	8
13	6072	8-32 NYLOCK NUT	8
14	BG3002	4" SPEAKER GRILL	2
15	FP2007	SPEAKER (4" ROUND) 60-9240	2
16	6075	1/4 X 3/4 FLAT WASHER - ZINC	8
17	6194	1/4-20 x 1-1/4" LG. HHMB	8
18	644	6-32 x 1/2" HH NYLON SPACER	10
19	PC60628	8-32 x 1 3/4 PRHMS	10
20	NA3008	PCB LIGHT SHIELD	1
21	NA3007	MQ BRACE	2
22	AR3061M	MARQUEE GRAPHIC	1



ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	NA3080	BONUS HEADER MQ. BACK	1
2	NA1016_	BONUS HEADER MQ. TOP	1
3	NA7002	MINI-MARQUEE (BONUS HEADER)	1
4	NA2032X	PCB (DISPLAY)	1
5	NA3003	BONUS HEADER DISPLAY MASK	1
6	6419	6-32 x 1 PEM STUD (FH-632-16ZI)	4
7	644	6-32 x 1/2" HH NYLON SPACER	4
8	8312	BULB (ROHS) PHILIPS PL-L 40W/41/RS/IS FLUOR.	1
9	PP250X	LIGHT SOCKET ASSEMBLY	1
10	BW2018	BULB PLASTIC SUPPORT (1320-13)	1
11	CS8449X	ASY (BALLAST)	1
12	NA1017	BONUS HEADER MQ BOTTOM	1
13	655	#8 x 3/4 SQ. DRIVE (BLACK)	14
14	6004	8-32 x 1/2 PRHMS (BLACK)	3
15	NA3031	MARQUEE (BONUS HEADER) PLASTIC	1

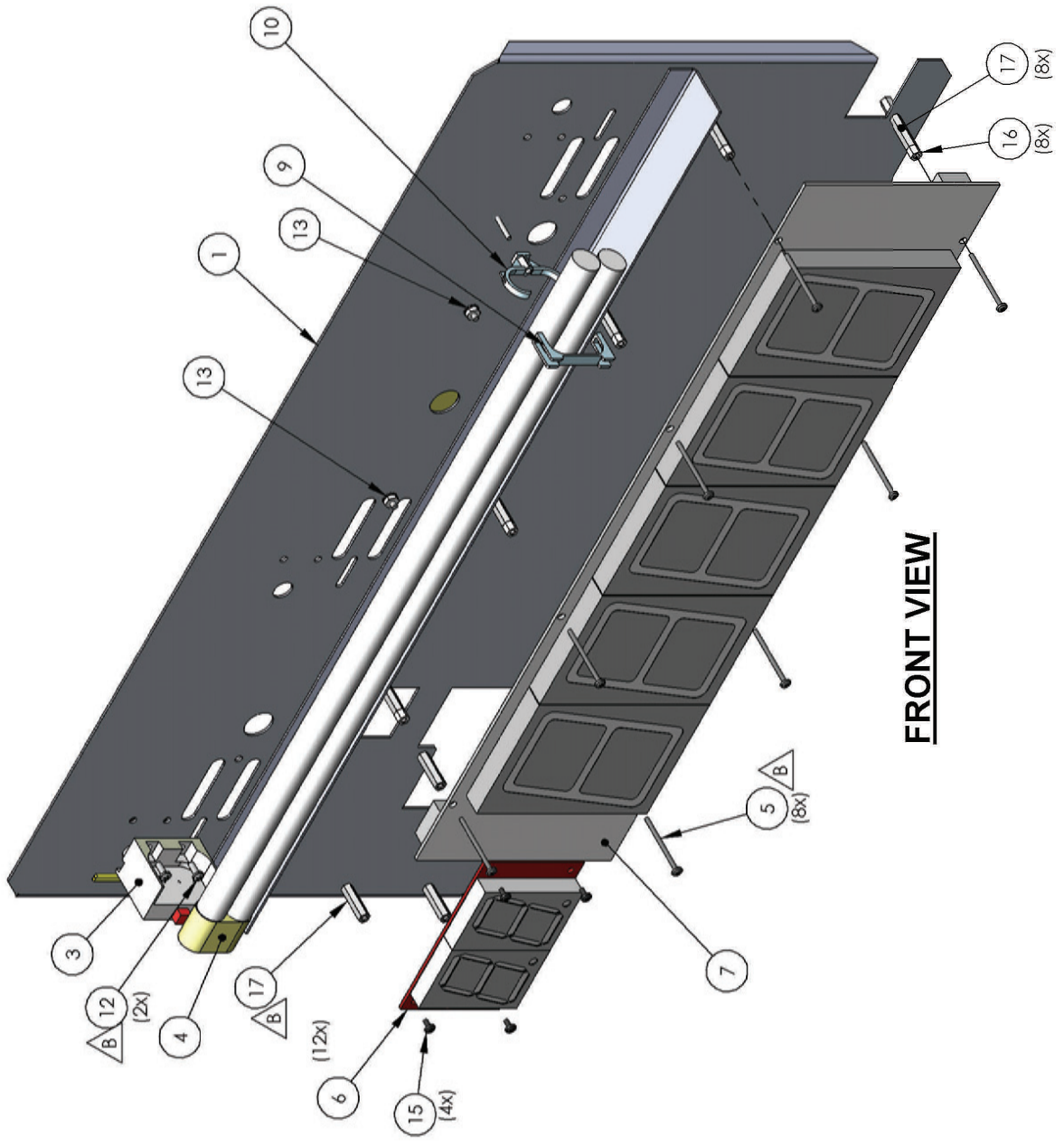
NA 7010

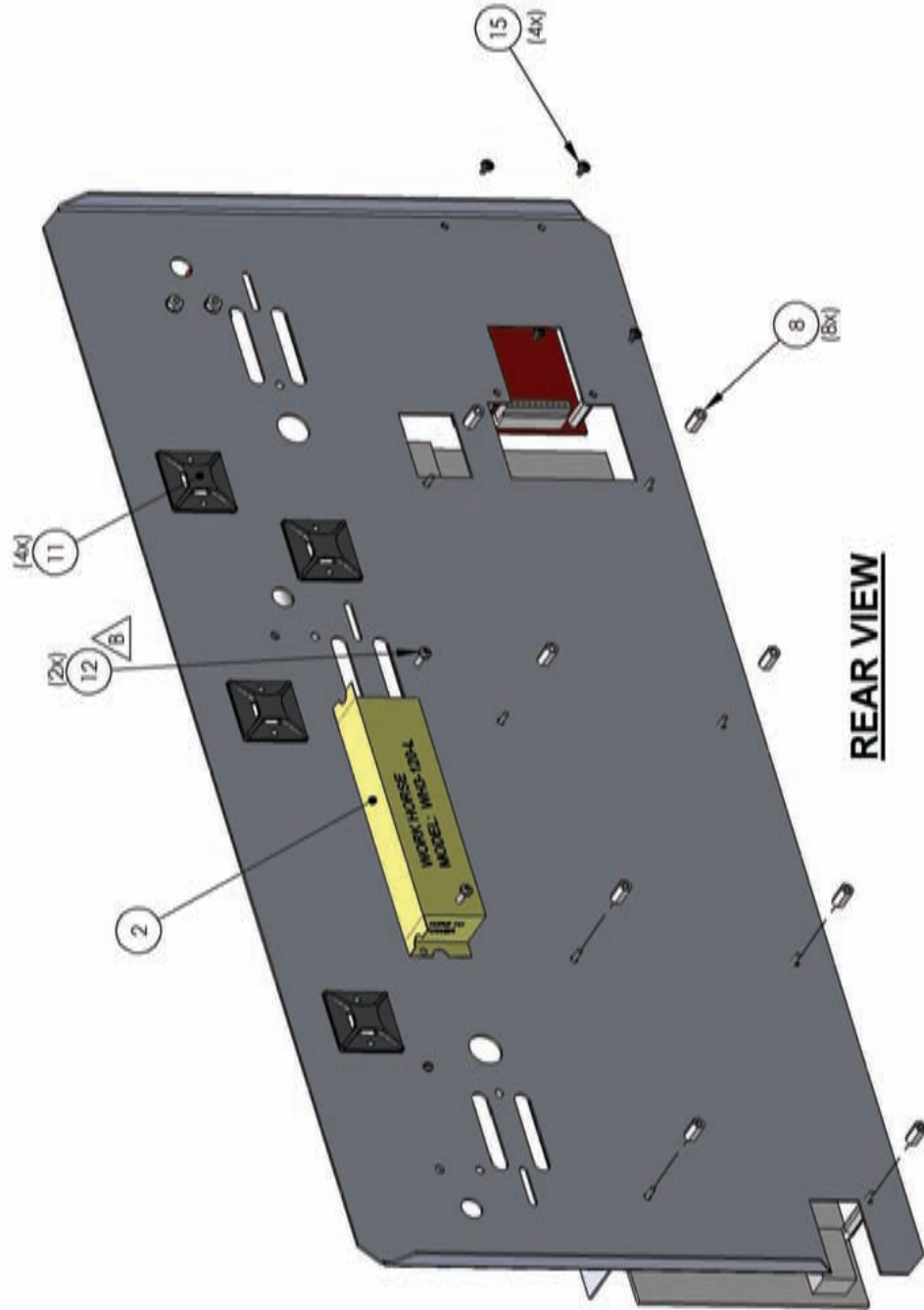


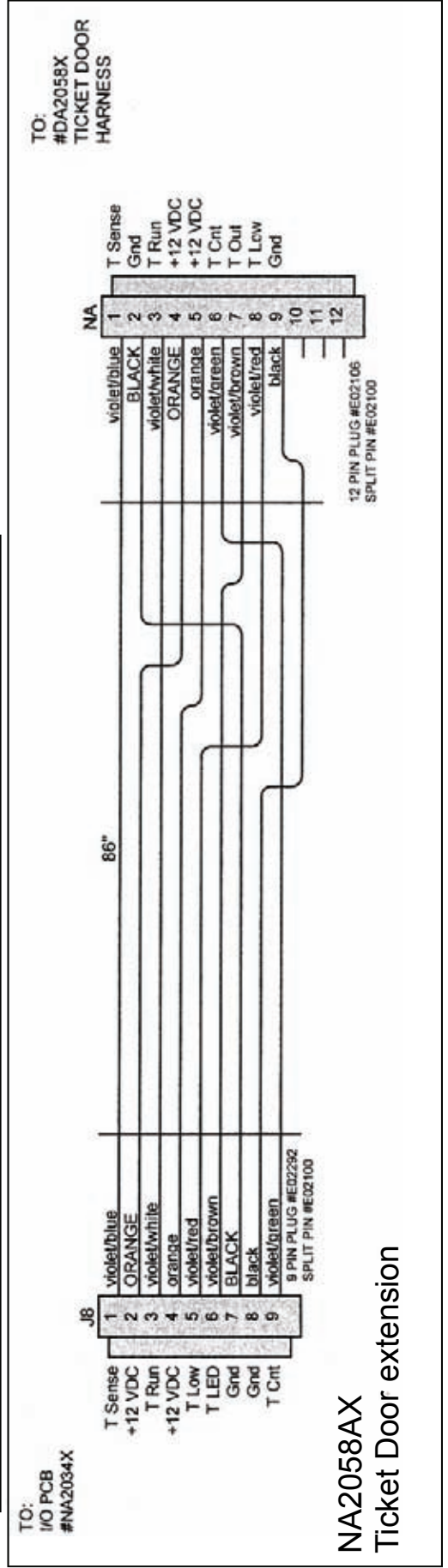
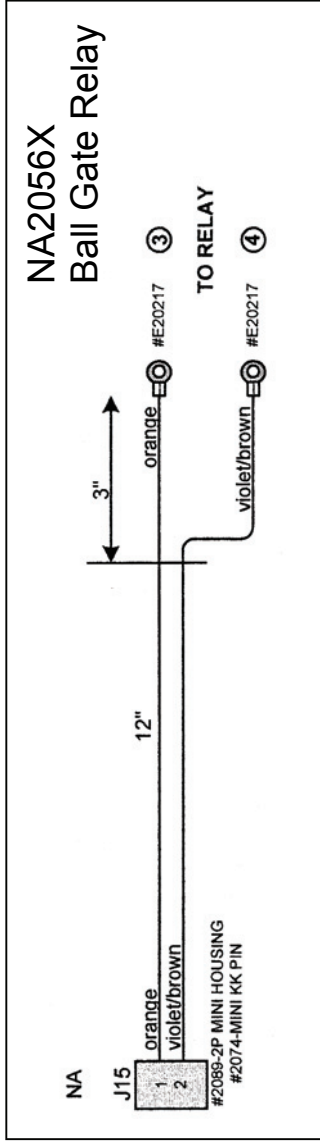
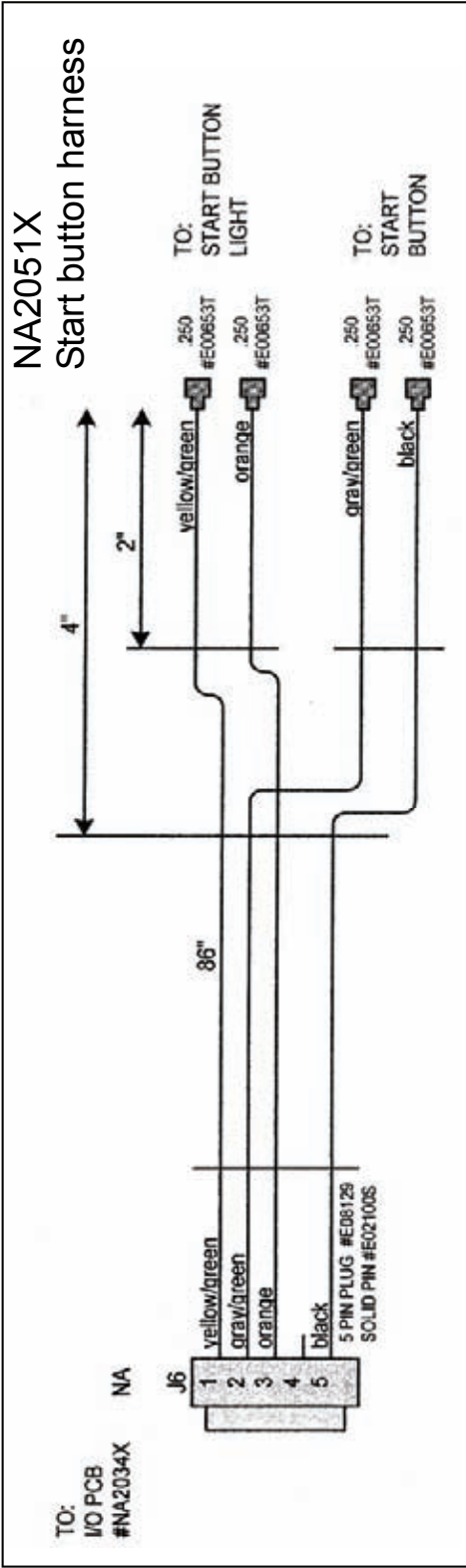


ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	AR1130	DISPLAY MOUNTING PANEL	1
2	CS8449X	ASY (BALLAST)	1
3	PP250X	LIGHT SOCKET ASSEMBLY	1
4	8312	BULB (ROHS) PHILIPS PL-L 40W/41/RS/MS FLUOR	1
5	PC60628	6-32X1 3/4 PRHMS	8
6	DA2033	DISPLAY BOARD	1
7	RB2032AX		1
8	644	6-32 x 1/2" HH NYLON SPACER	8
9	BW2017	BULB PLASTIC CLIP (1320-10)	1
10	BW2018	BULB PLASTIC SUPPORT (1320-13)	1
11	E00040	CABLE TIE DOWN (ADHESIVE) (MB4A10H4)(ROHS)	4
12	CR-PHMS 0.138-32x0.375x0.375-N	6-32 X .375 LONG (BLACK)	4
13	SK624	6-32 KEP NUT	4
14	SK603	4-40 X 3/4 SHMS	1
15	641	6-32 x 1/4" LG. PRHMS	8
16	PC60643	6-32 x 5/8 HH SPACER 14HTSP020	8
17	6127	6-32 x 1 HH METAL SPACER	12

\\solrworks\NA1030X

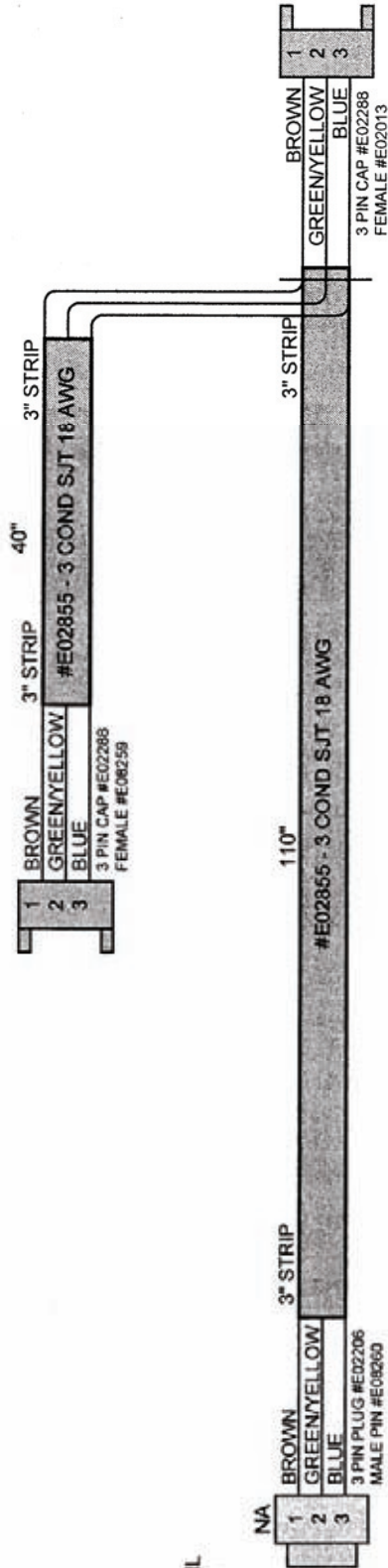






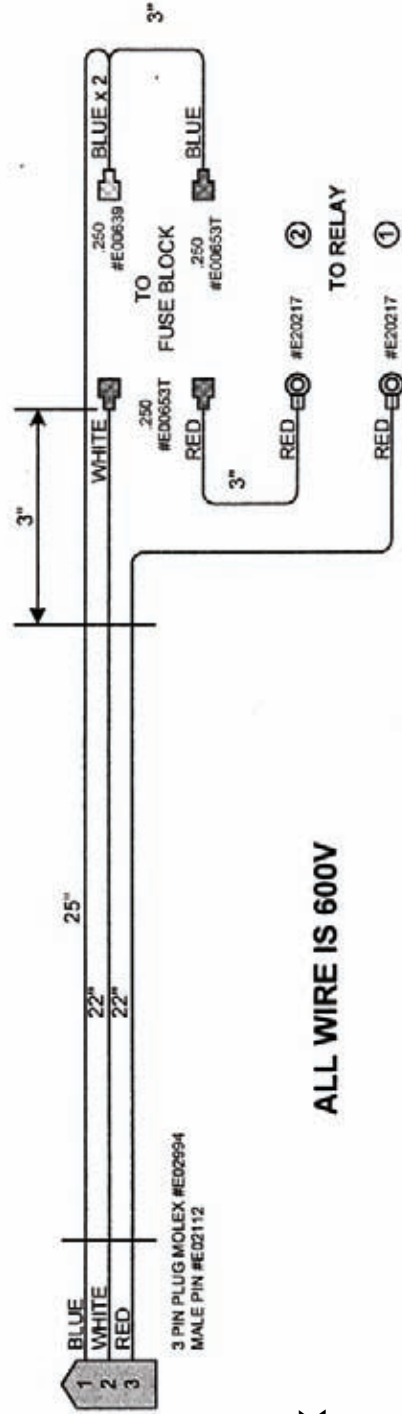
NA2061X
AC lights

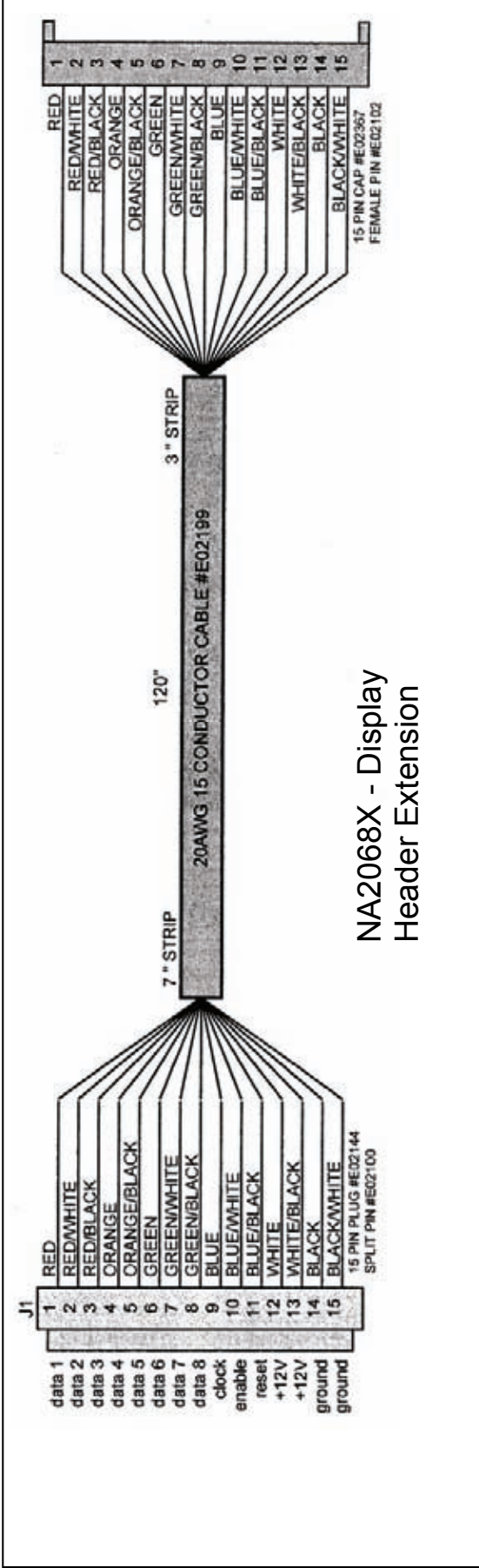
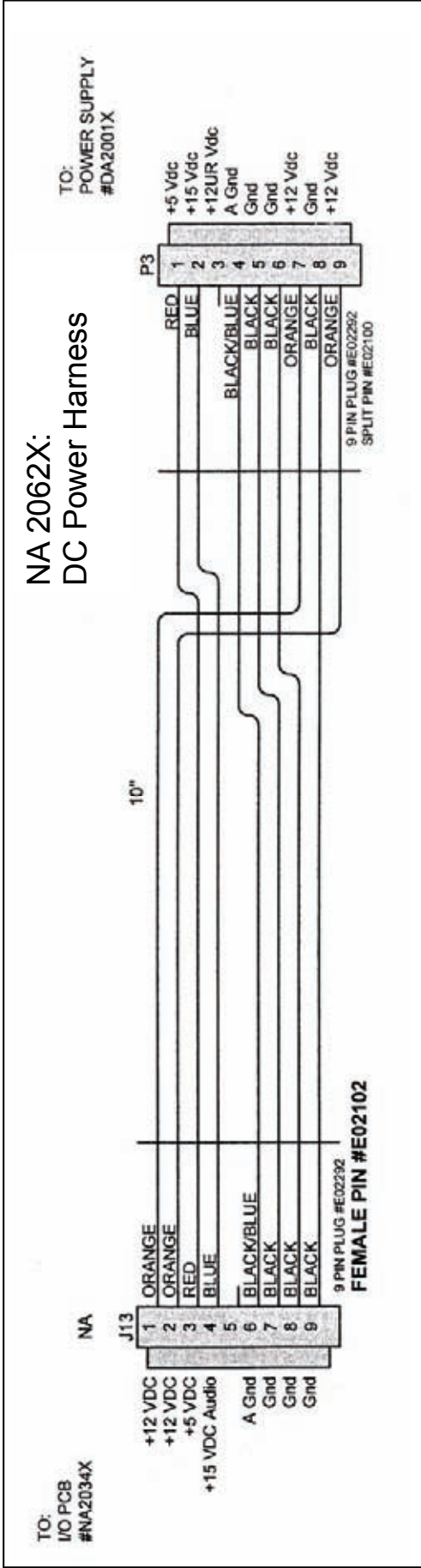
TO:
BALLAST
#CS8449X

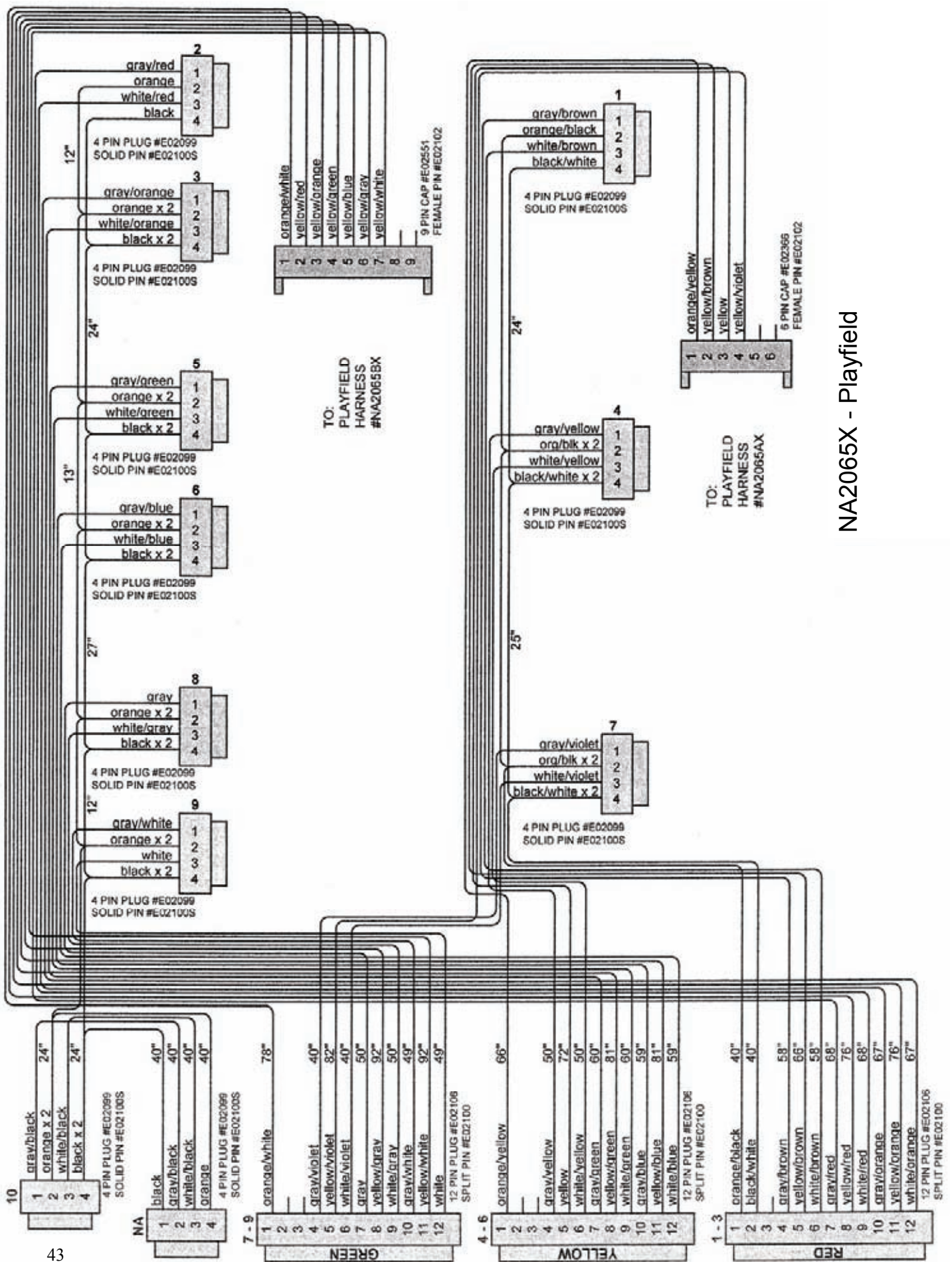


TO:
AC/BALL RAIL
EXTENSION
#NA2060X

TO:
AC/BALL RAIL
EXTENSION
#NA2060X



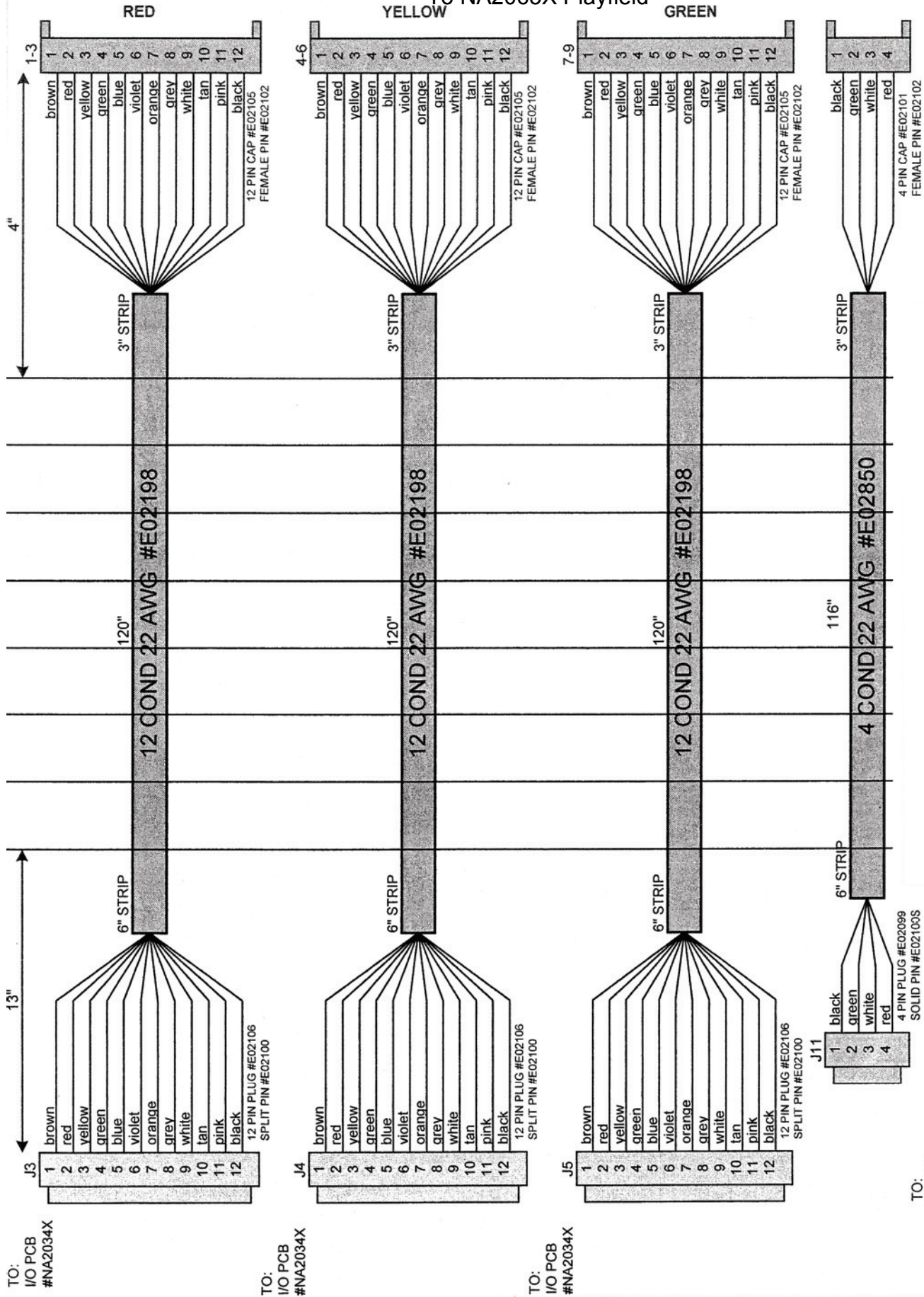




NA2065X - Playfield

To:NA2066X Playfield Extension

To NA2065X Playfield



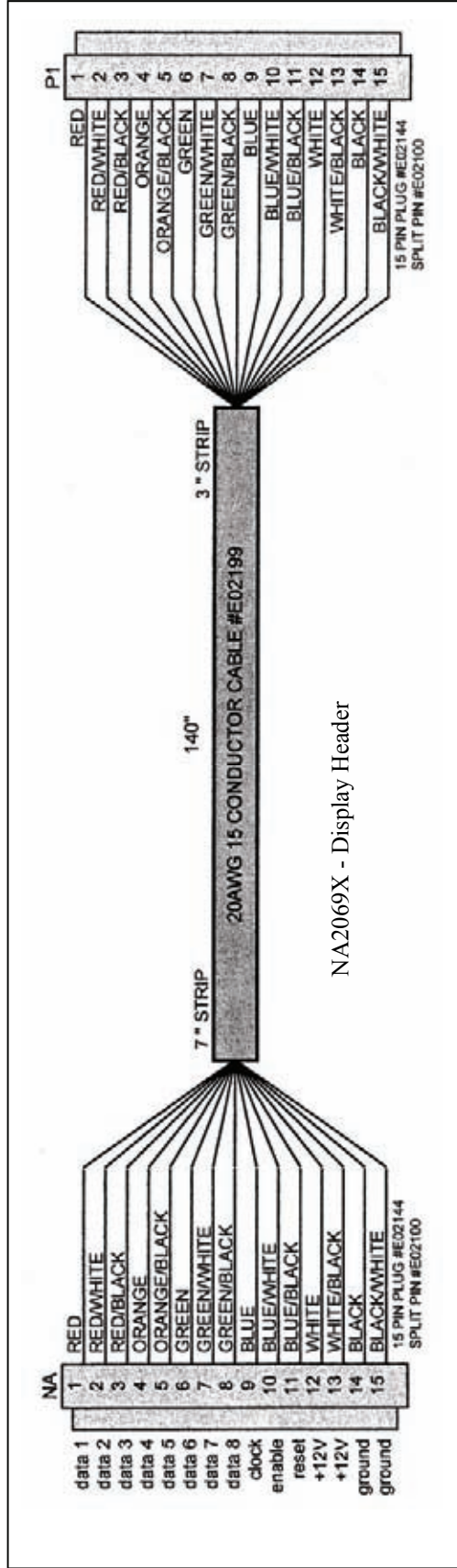
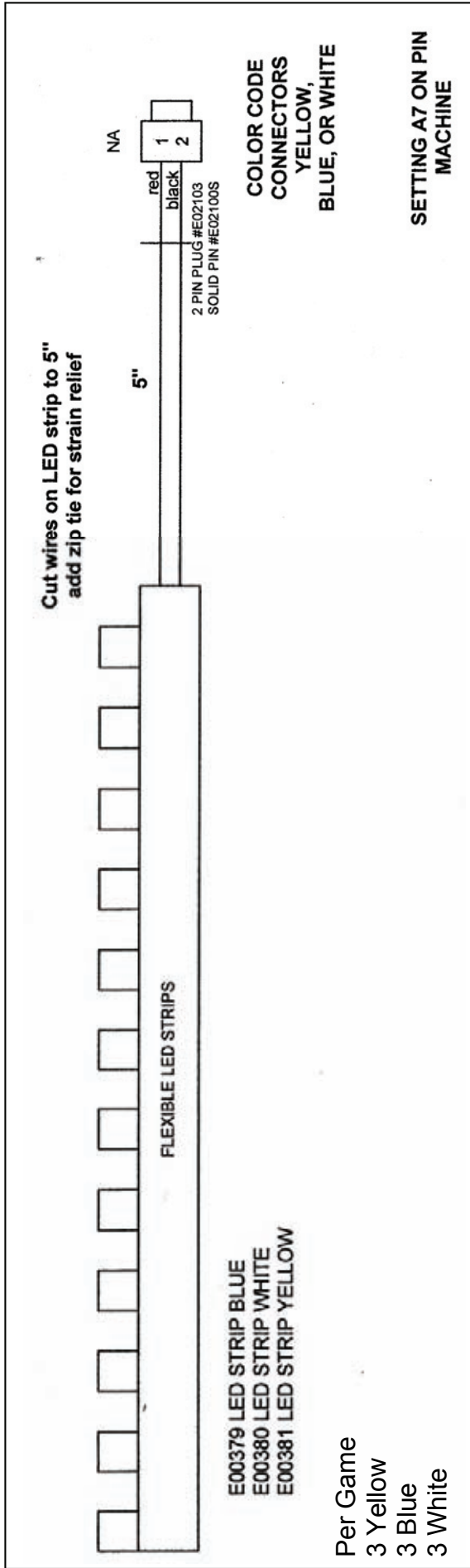
NA2066X - Playfield Extension

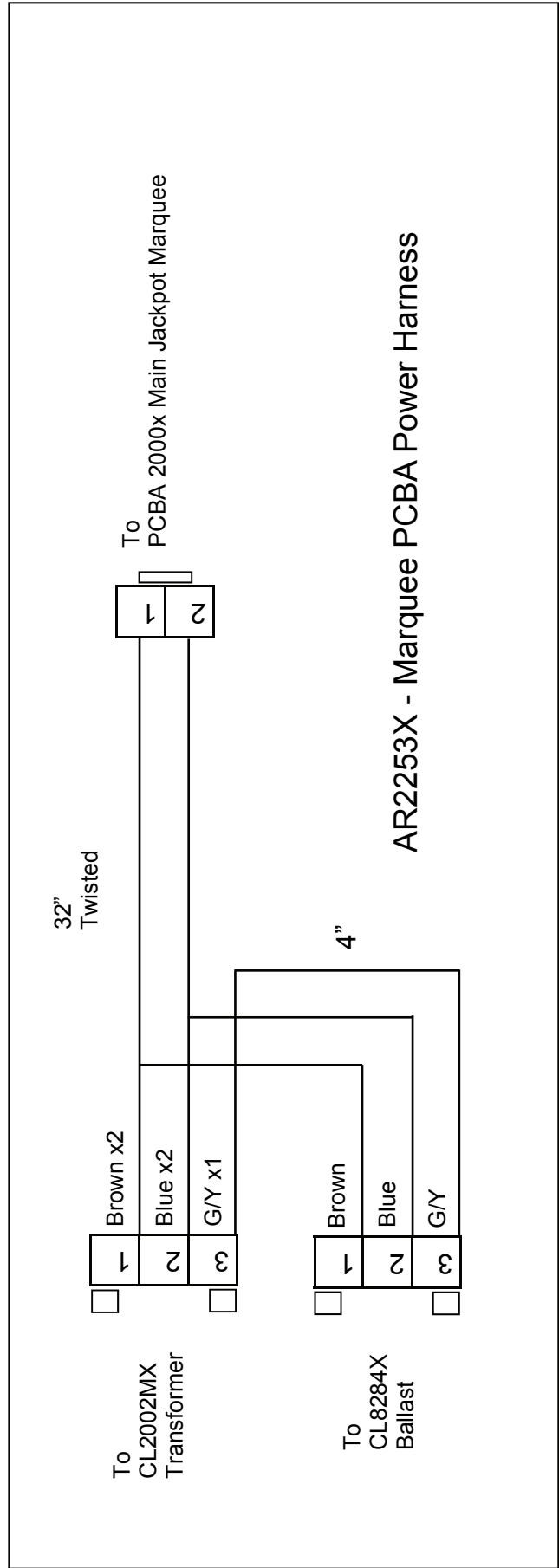
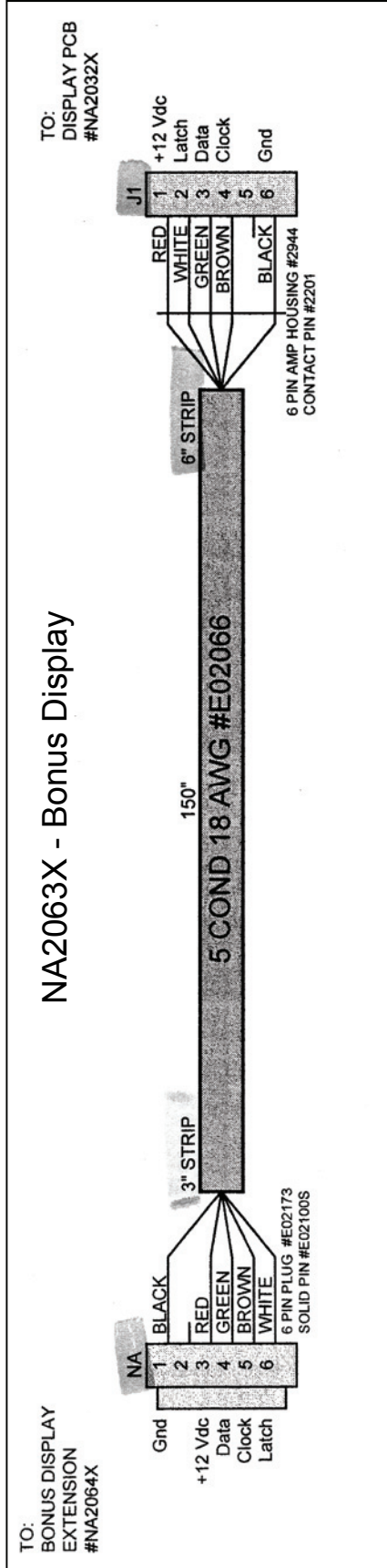
TO:
I/O PCB
#NA2034X

TO:
I/O PCB
#NA2034X

TO:
I/O PCB
#NA2034X

TO:
I/O PCB
#NA2034X





ELECTRONICS:

2111	RELAY SOLID STATE
DA2001X	PCBA (POWER SUPPLY)
DA2002X	ASY (TRANSFORMER)
E02295	FUSE 6 AMP 250V SLO BLO
E02315	FUSE 3 AMP 250V SLO BLO
E02314	FUSE 1 AMP 250V SLO BLO
E2034X	PCBA (ARM 7 BRAIN BOARD)
NA2034X	PCBA (MAIN I/O)
NA2056X	HARNESS (BALL GATE RELAY)
NA2059X	HARNESS (RELAY)
NA2062X	HARNESS (DC POWER)
RB2051X	HARNES (SPEAKER)
E00382	BULB CF 27X
AR3007	SPEAKER (6X9)
DA2057X	HARNESS (COIN DOOR)
DA2058X	HARNESS (TICKET DOOR)
TX2007X	ASY (POWER MODULE)
8312	BULB PL-L 40W
CS8449X	ASY (BALLAST)
DA2033X	PCBA (SMALL DISPLAY)
PP250X	ASY (SOCKET)
RB2032X	PCBA (DISPLAY)
E00379NAX	ASY (LED STRIP-BLUE)
E00380NAX	ASY (LED STRIP-WHITE)
E00381NAX	ASY (LED STRIP-YELLOW)
RB2009DX	PCBA (OPTO SENSE POINT ZERO)
RB2009X	PCBA (OPTO SENSE POINT 10K)

DECALS:

NA7003	DECAL-COIN DOOR
NA7004	DECAL-TICKET DOOR
NA7008	DECAL-SIGN (INSTRUCTION)
NA7015	OVERLAY (5,000 PT YELLOW)
NA7016	OVERLAY (4,000 PT BLUE)
NA7017	OVERLAY (3,000 PT WHITE)
NA7019	OVERLAY (1,000 BLACK)

MECHANICAL:

AR1033-P500	CAGE (LEFT)
AR1034-P500	CAGE (RIGHT)
AR1035-P500	CAGE (FRONT)
AR3100	RUNWAY MATERIAL (GREY)
NA1006X	COIN DOOR ASSEMBLY
5101PX	MECH HOLDER ASY
NA1008X	TICKET DRAWER ASSEMBLY
HH5005X	TICKET DISPENSER AND BIN ASSEMBLY
NA3025X	PLAYFIELD ASSEMBLY
4002	BUMPER
NA3010WX	CUP MATERIAL (WHITE)
NA3010AX	CUP MATERIAL (BLACK)
NA3010BX	CUP MATERIAL (BLUE)
NA3010YX	CUP MATERIAL (YELLOW)
RB3124	BALL (BLUE)
AR1009X	BALL RELEASE LEVER ASSEMBLY

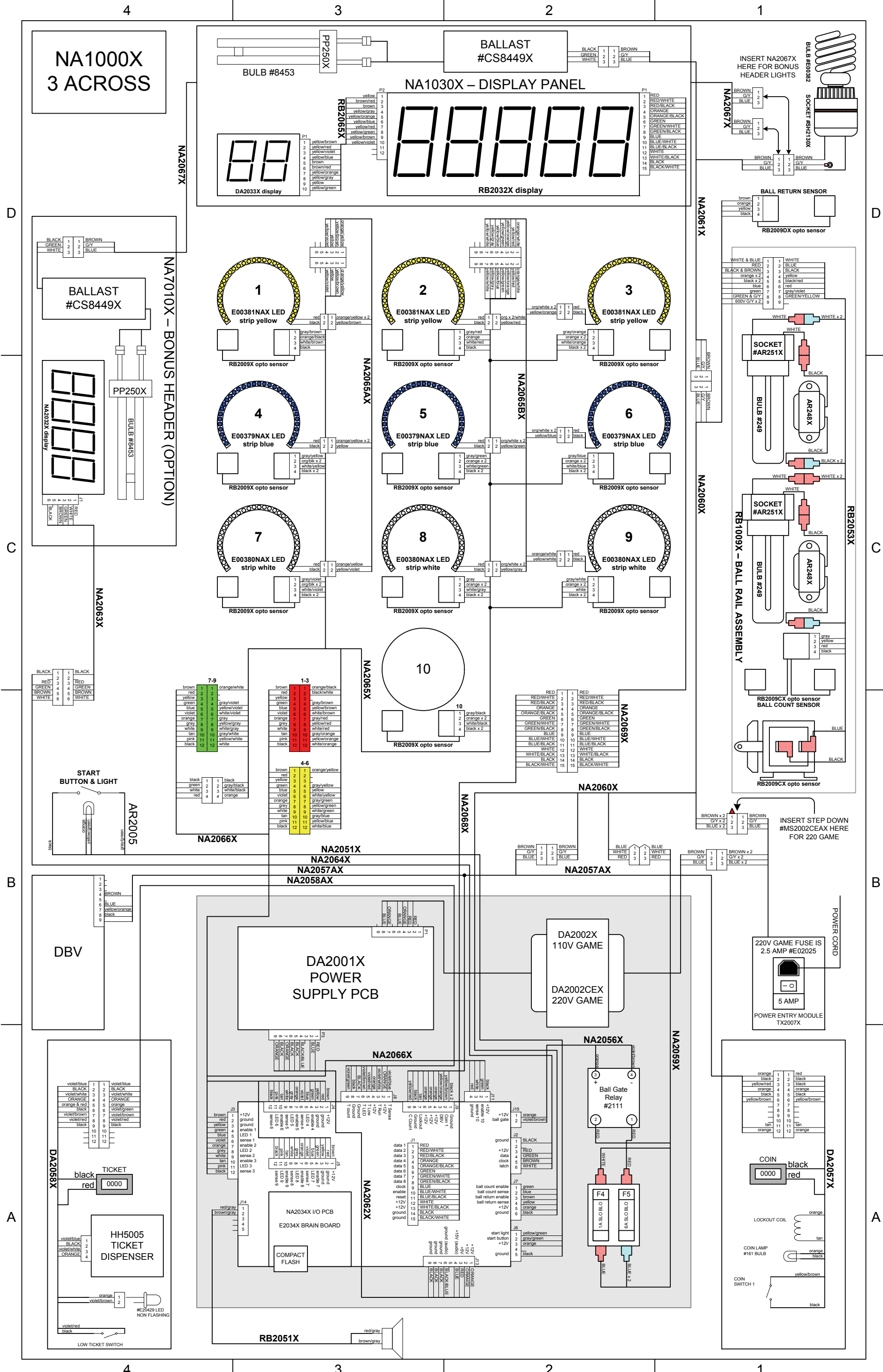
MARQUEE:

Electronics

2000x	PCBA JACKPOT MARQUEE MAIN ASSY
2051X	HARNESS-MARQUEE DISPLAY LONG
2943	BULB (Zamperella)
8312	BULB PL-L 40W
AR2253X	HARNESS (PCBA POWER)
FP2000X	PCBA FLINSTONE DISPLAY ROHS
BG3002	GRILLE 4" SPEAKER
BW2036X	PCBA (MARQUEE)
CC2027	POWER CORD (20FT)
CL2002MX	ASY (MARQUEE TRANSFORMER)
CL2090X	HARNESS-MARQUEE
CL8284X	ASY (BALLAST)
E02016	PHONE CORD 25'
FP2007	4" SPEAKER
MZ3006	TURBO FUNLIGHT BULB ASY
PP250X	ASY (SOCKET)
RB2074X	HARNESS (MARQUEE DISPLAY)

Decals

NA7000	BONUS MARQUEE (3-ACROSS)
NA7005	TICKET MARQUEE





Contacts at SEGA

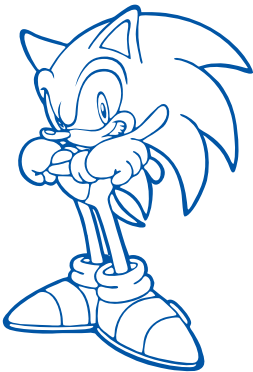


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