



Bally MIDWAY

FOOTBALL



Parts and Operating Manual



Bally

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NFL SCORING

DESCRIPTION	POINTS AWARDED
TOUCH DOWN	7 POINTS
FIELD GOAL	3 POINTS

I LOCATION AND SET-UP

INSPECTION:

1. Remove the game from its shipping crate.
2. Inspect the entire outside of it for any signs of damage.
 - Any scratches?, dents?, cracks?
 - Any broken controls?
 - Any broken glass or plastic?
 - Just look it over closely and make a note of any signs of damage.

3. Remove the shipping cleats from the bottom of the cabinet.

UPRIGHT MODELS ONLY: In order to help prevent easy theft of your game, you may wish to remove the Caster Wheel Assemblies from the bottom of your cabinet at this time.

4. Install the four levelers, one at each corner of the cabinet. See Figure 1-1.

Level the cabinet.

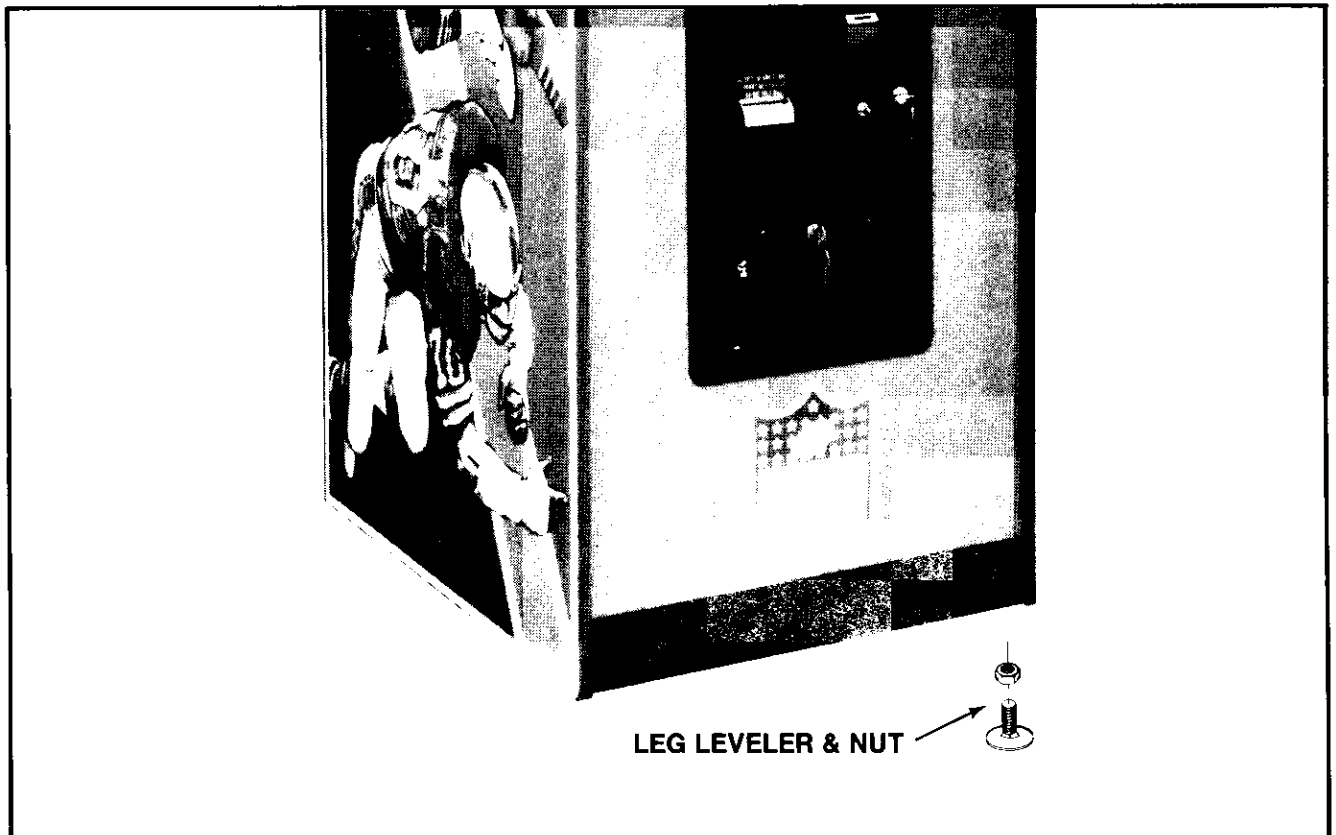


Figure 1-1 Leg Leveler Installation

5. Open the cabinet and inspect the inside of the game for any signs of damage. See Figure 1-2.

Also check to make sure all plug-in connectors on the wire harness are firmly seated.

NOTE: ALL connectors or plugs are keyed so they will only go together when all pins are properly lined up.

Re-plug any connectors found unplugged. **DO NOT FORCE PLUGS ONTO CONNECTORS. DO NOT FORCE PLUGS TOGETHER.** If it won't go on easily, assuming the keys are lined up, it either does not belong there or is damaged.

Make sure all printed circuit boards (P.C.B.'s) are firmly seated in their connectors. See Figure 1-2. These connectors are also keyed. The P.C.B.'s will only go in to them one way without being damaged.

Note the location of the games serial number. See Figure 1-2.

Check all major subassemblies to be sure they are mounted securely. These are called out in Figure 1-2.

Power supply.
Control panel(s).
T.V. monitor.
Other P.C.B.'s and/or P.C.B. rack, etc.
Power Chassis Assembly.
Video Disc Player.

6. Make a note of any problems that can't be easily corrected.

7. Call your distributor and/or service man about your problem list.

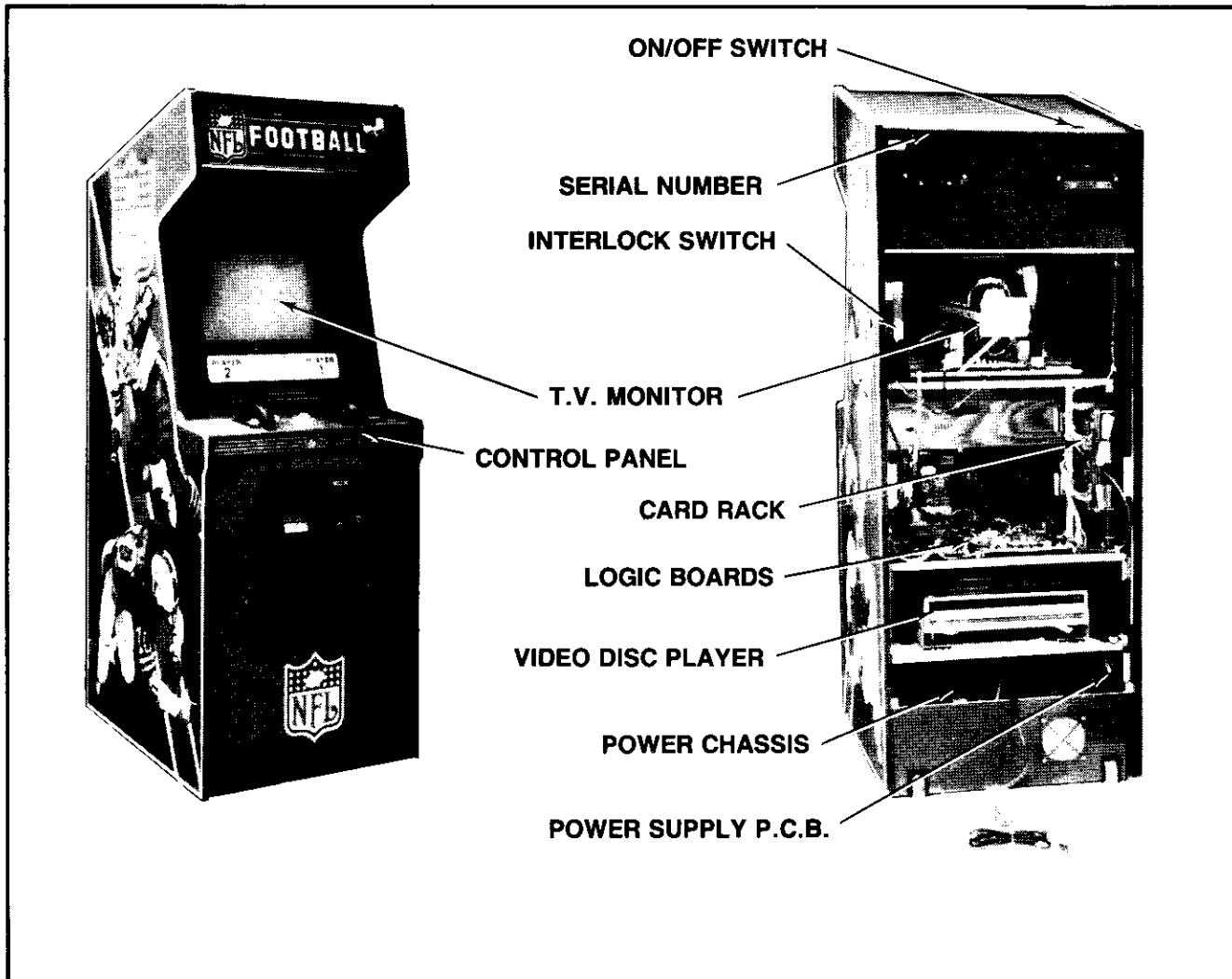


Figure 1-2 Location of Serial No., Interlock Switch, & Major Sub-Assemblies

INSTALLATION:

1. Location Requirements:

- Power:
Domestic 110 V at 60 Hz
- Temperature: 32° to 100°F (0° to 38°C)
- Humidity: Not over 95% relative
- Space required:
Upright 25" x 34" (63 x 86cm)
- Game height: Upright 74" (188cm) APPROX.

2. Voltage Selection:

Your game is designed to work properly on the line voltage where you are located. Check your line voltage with a meter to determine what its value is. Then check the power input wires to the main power supply transformer on your game to be sure they are connected to taps which correspond to your line voltage value.

If the power input wires to the main power supply transformer are not connected to taps which correspond to your local line voltage, move them to the proper taps.

If the line voltage in your area falls outside the upper or lower limits of the range of inputs covered by the main power supply transformer, **DO NOT PLUG YOUR GAME IN** until you have talked with your distributor and/or service man and obtained a solution to this problem. Otherwise you could damage your game.

3. Interlock and power ON/OFF switches. See Figure 1-2.

- To help prevent the possibility of getting an electric shock while working inside the game cabinet, interlock switches have been installed at each cabinet access door (this **DOES NOT** include the coin door on Upright models).
- When any access door is opened, the interlock switch installed there turns off all power to the game.
- Check each interlock switch for proper operation.

After checking the line voltage in your area and determining that the input wires to the main power supply transformer of your game are connected properly - or - after obtaining a solution to your over or under voltage problem from your distributor and/or your service man, plug the game into your A.C. wall outlet.

The game ON/OFF switch is located as shown in Figure 1-2. Turn the game on and allow it to warm up a few minutes.

Slowly open each access door to the game (this does not include the coin door on Upright models).

As the door is opened approximately 1" (2.54cm) the power to the game should go off (the T.V. monitor, all the lights, and all sounds will stop).

If this does not happen, check the interlock switch by this door to see if it has broken loose from its mounting or if it is stuck in the "ON" position.

If the switch is found to be bad, turn the game off, unplug it, and replace the interlock switch.

When done, plug the game back into the wall outlet, close the access door, and turn the game back on.

After the game has warmed up, repeat the above interlock switch test.

When the interlock switch is working properly and turns the power to the game off, power may be restored to the game with the access door(s) open. Take hold of the interlock switch plunger and **gently** pull it out to its fully extended position. **THIS IS TO BE USED ONLY FOR SERVICING THE GAME.** See Figure 1-3.

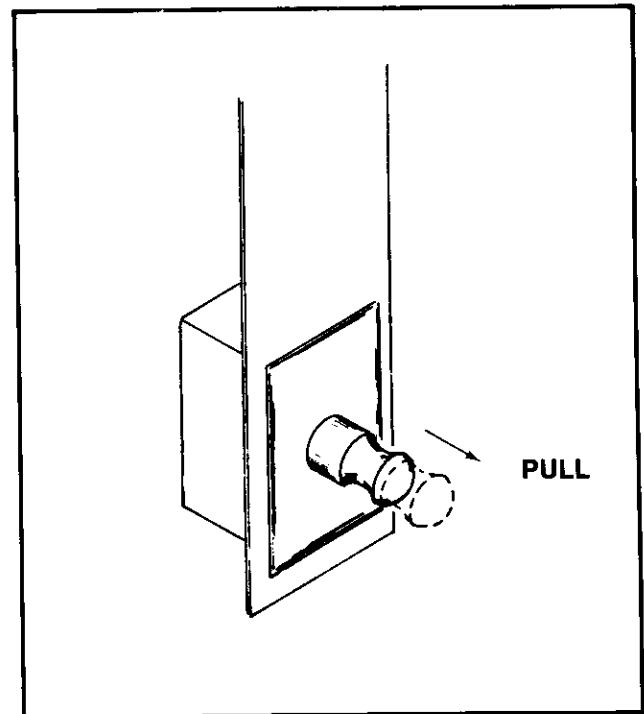


Figure 1-3 Interlock Switch Operation

4. Video Disc.

The video disc provided with your game is recorded on **BOTH** sides. In the event one side should become damaged, it may be flipped over to play the other undamaged side.

Should it be determined at any time that your game will be out of service for an extended period, we **STRONGLY RECOMMEND** that the video disc be removed from the player, inserted in its jacket, and stored in a vertical position to help prevent warping.

GAME VOLUME ADJUSTMENT CONTROL. See Figure 1-4.

The game volume control pots are located on a bracket just inside the door. There are 2 pots, one for game sounds volume and one for music volume. For adjustment, they may be reached through the coin door.

To make the sounds louder, turn the pots clockwise as you face them (↻).

To make the sounds **less** loud, turn the pots counterclockwise as you face them (↺).

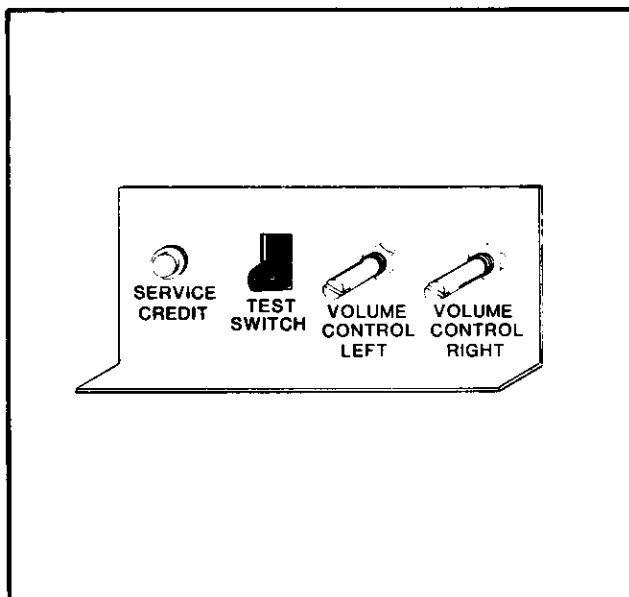


Figure 1-4 Game Volume Adjustment Controls

II GAME OPERATION

ATTRACT MODE

1. The Attract mode starts:
 - Just after power has been turned on to the game. (Self-Test switch is in the "OFF" position.)
 - After a Self-Test has been completed and there are no more credits left in the games memory.
 - No matter where the game is in the Attract mode sequence, it will immediately go to the Ready-To-Play mode display as soon as a game has been paid for.

PLAY MODE

1. The Play mode begins when the "GAME START" push button is pressed.
2. The Play mode ends when all of your PLAYERS have been eliminated. When this happens, "GAME OVER" is written across the monitor screen.
3. After completion of game play, the game will either go to the Attract mode (if there are no more credits left in its memory) or into the Ready-To-Play mode (if there are still credits left in its memory).

READY-TO-PLAY MODE

1. The Ready-To-Play mode starts when enough money has been accepted for a game.
2. The Ready-To-Play mode ends when the "GAME START" push button is pressed.

III MAINTENANCE AND REPAIR

Your **NEW** game needs certain types of maintenance to keep it in good working order. **CLEAN**, well **MAINTAINED** games **attract players** and **EARN MORE PROFITS**.

CLEANING

The most important thing you should remember is to clean the outside of the game and money acceptor mechanism(s) on a regular basis.

The outside of the game cabinet plus the metal can be cleaned with any non-abrasive household cleaner. However, the front of the T.V. monitor tube and **both sides** of all other glass and plastic on or in the game **MUST** be cleaned with anti-static cleaner **ONLY**. For cleaning the coin acceptor(s); hot soapy water may be used on the plastic ones and any household cleanser may be used on the metal ones. If you wish, special coin machine cleaners that leave no residue may be purchased from your distributor. For cleaning the bill acceptor mechanism, refer to it's instruction manual (provided with your game under separate cover).

DO NOT dry-wipe any of the plastic panels. This is because any dust that was on them can scratch their surfaces. If this has happened, anyone looking through this type of damaged plastic would feel he was looking at the game through a fog. This fogging damage **CAN NOT** be repaired or reversed. The **ONLY** solution is to **replace** the damaged piece of plastic.

FUSE REPLACEMENT

This game contains several fuses located as shown in Figure 3-1.

1. UPRIGHT MODEL:

As viewed from the back, facing the cabinet, with the rear access door(s) removed; the fuses are located on the Power Chassis.

2. Replace fuses **ONLY** with the type and size listed in the Illustrated Parts Breakdown Section of your manual.

See the T.V. Monitor Manual (available on request from your distributor or the monitor manufacturer) and/or the T.V. Troubleshooting Section of your manual for information on these fuses.

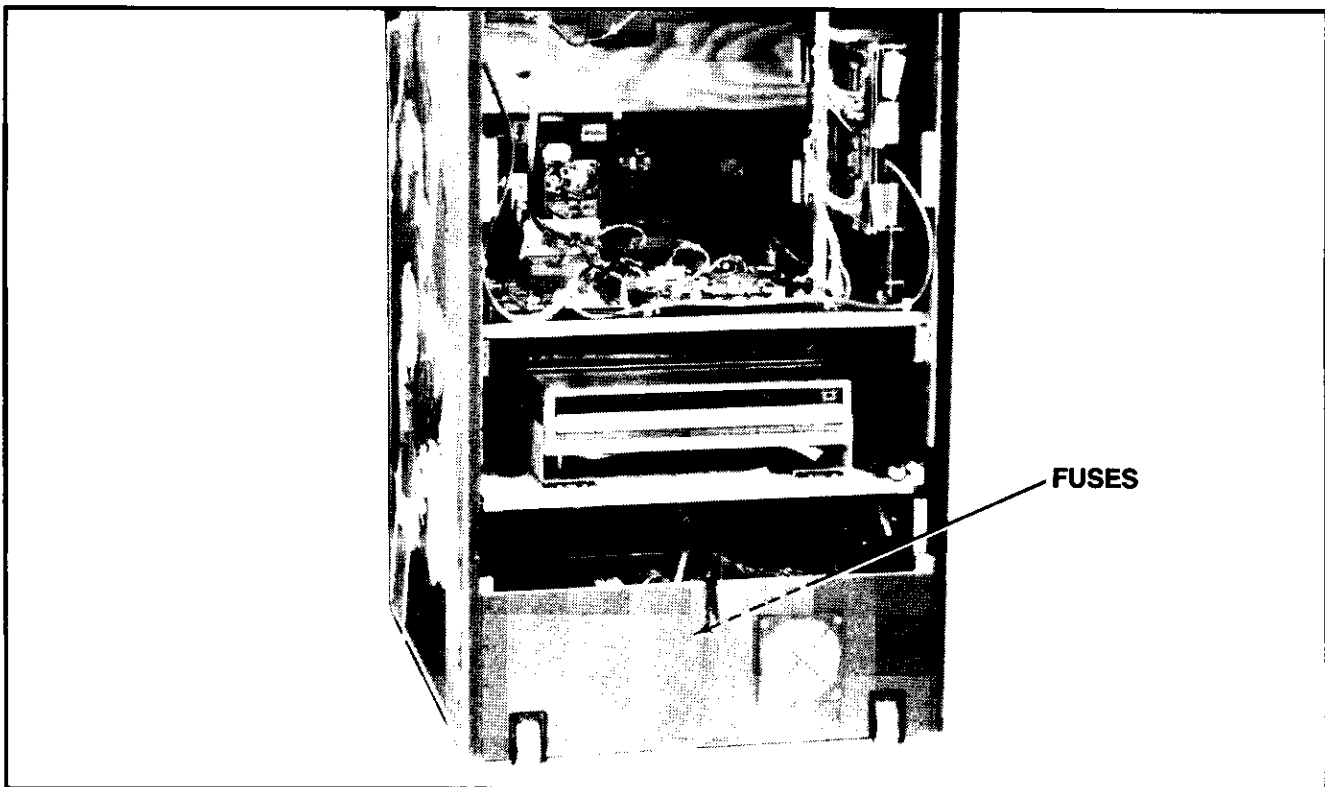


Figure 3-1 Location of Fuses

OPENING THE CONTROL PANEL

1. UPRIGHT MODEL: SEE FIGURE 3-2.

- The control panel is held in place by a nylon retaining strap and three latches, one on the left side, one on the right side, and one in the center of the rear of the cabinet.

They are spring loaded to provide constant positive pressure on their latch plates.

They can be reached through the coin door **AFTER turning power to the game off.**

To release the latches, lift up and toward the front center of the control panel.

Once they are released, unhook them from their latch plates.

- To remove the control panel:

Raise it up and tilt it toward you until you can see the cable and nylon retaining strap behind it.

Cradling the control panel between yourself and the cabinet, disconnect it from its cabling and nylon retaining strap.

The control panel is now free and can be removed.

- To re-install the control panel, reverse this procedure.

REMOVAL OF THE MAIN-DISPLAY-GLASS AND/OR THE DIFFUSER AND/OR THE T.V. BEZEL:

1. UPRIGHT MODEL:

NOTE: In order to do this, the control panel **MUST** be removed first. See the "Upright Model" procedure.

- Turn the power to the game off** and remove the control panel.

- By putting your finger in the hole in the middle of the main-display-glass/diffuser support, you can lift them **BOTH** up slightly and pull them toward you about an inch. Now let them down just far enough so you can get hold of their top edges with your other hand and lift them **BOTH** out of the game. See Figure 3-3.

- To remove the T.V. bezel, loosen and remove the screws that secure it in place. The T.V. bezel is now free and can be lifted out of the game cabinet.

- To reinstall the above removed items, reverse this procedure.

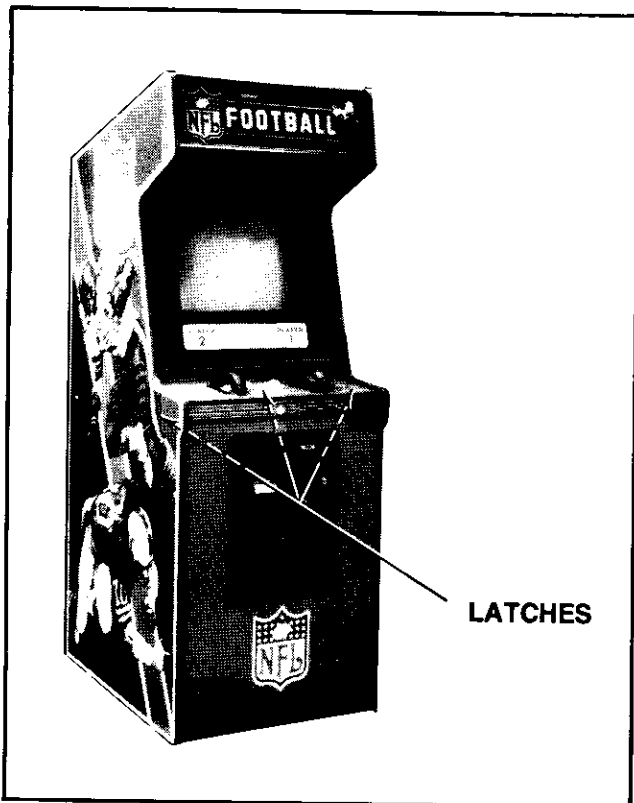


Figure 3-2 Opening the Control Panel

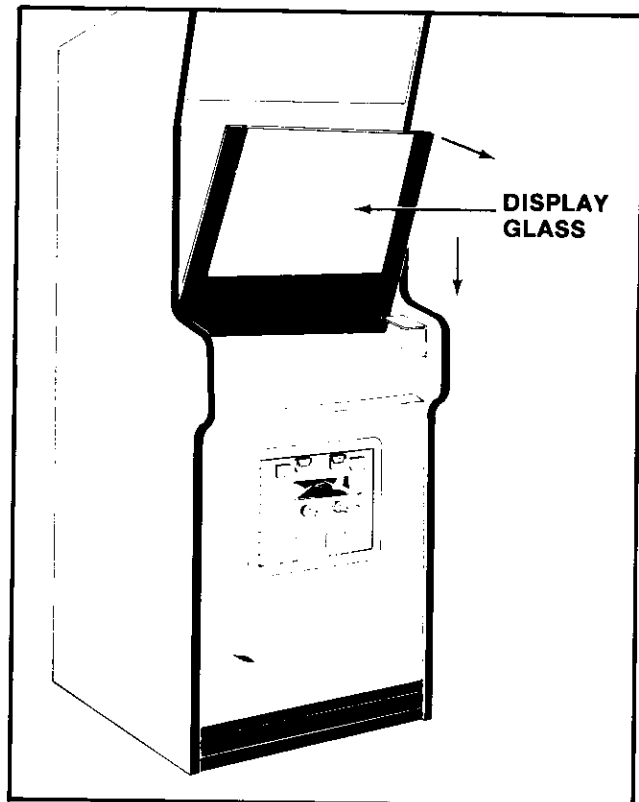


Figure 3-3 Removing the Main-Display-Glass & T.V. Bezel

T.V. MONITOR REPLACEMENT:

WARNING: High voltages may exist in any television unit, even with the power disconnected. Use **EXTREME CAUTION** and do not touch electrical parts or the T.V. yoke area with your hands or with metal objects held in your hands!

In addition, **BE SURE TO USE HEAVY GLOVES** when handling the monitor. You could cut your hands on the metal T.V. chassis without such protection.

DANGER: The T.V. monitor **DOES NOT** contain an isolation transformer on its chassis (it is mounted instead on the floor of the cabinet). When servicing the monitor on a test bench, **YOU MUST ISOLATE THE MONITOR FROM A C VOLTAGE WITH AN ISOLATION TRANSFORMER.**

1. Upright Model. See Figure 3-4.

- Turn power off to the game.
- Open the rear access door.
- Completely disconnect the T.V. monitor from all its cabling. **DON'T FORGET THE CHASSIS GROUND WIRE.**
- Before removing the T.V. monitor, the main-display-glass and T.V. bezel must be removed. See above "Upright Model" procedure.
- With the removal of only four bolts, the T.V. monitor will be loose.
- The monitor chassis rests on top of a monitor mounting shelf inside the cabinet. The moni-

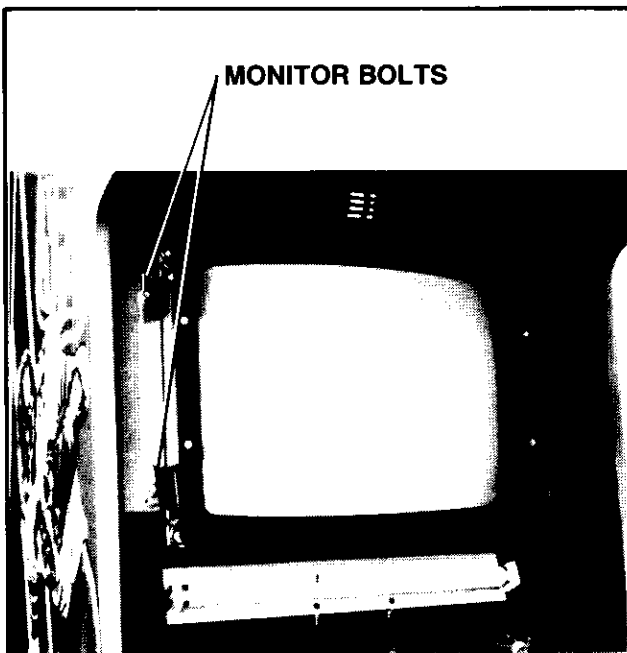


Figure 3-4 Removing the Monitor

tor is removed by sliding it out the front of the cabinet. See Figure 3-4.

- To reinstall the T.V. monitor, reverse this procedure.

PRINTED CIRCUIT BOARD (P.C.B.) REPLACEMENT:

1. UPRIGHT MODEL. See Figure 3-5.

- Turn the power to the game off.
- Unlock and open the rear access door(s).
- Disconnect all cabling from the P.C. board(s) you wish to remove.
- Remove the small P.C.B. clamping devices and slide the P.C.B.(s) from their mountings.
- To separate the large P.C.B. assembly, remove the screws which secure the P.C.B.'s to their support posts and fold them over to the side.
- To reinstall the above P.C.B.(s), reverse this procedure.

NOTE: P.C.B.'s are all keyed and will **ONLY** fit into their connectors one way without forcing them. The plugs on the cable harness which connect it to the P.C.B.'s are also keyed and will **ONLY** go onto their connectors one way with out forcing them.

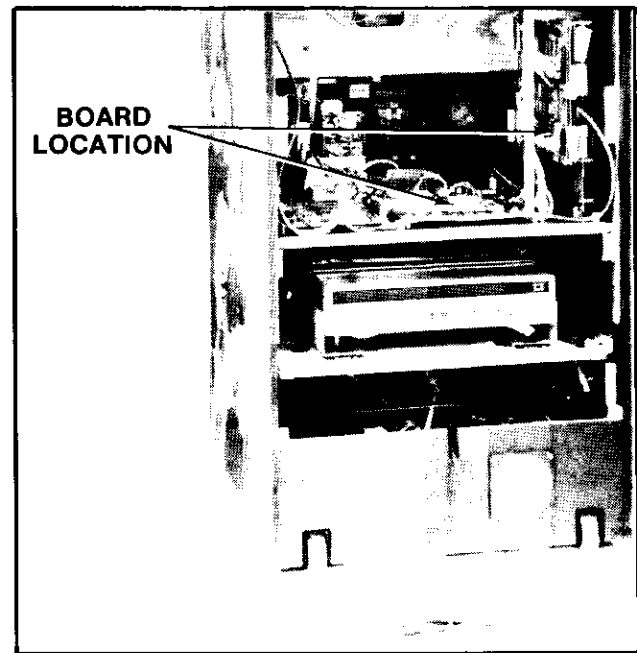


Figure 3-5 Removing the P.C.B.'s

OPENING THE ATTRACTION PANEL:

1. UPRIGHT MODEL:

- Turn the power to the game off.
- Opening the attraction panel:

Remove the screws which secure the top bracket in place. (They are on its top side.) See Figure 3-6.

Remove the top bracket and slide up the attraction panel. This exposes the speakers, and the fluorescent tube assembly.

To reinstall the attraction panel, reverse this procedure.

- The fluorescent light tube may be replaced at this time. BE CAREFUL NOT TO DROP IT.

WARNING: If you drop a fluorescent tube and it breaks, IT WILL IMplode! Shattered glass can fly six (6) feet or more from the implosion. Use care when replacing any fluorescent tube.

- Replacing the fluorescent light tube starter. See Figure 3-7.

Be sure the power to the game has been turned off.

Grasp the starter (it is on the back of the mounting bracket), give it a quarter turn, and remove it from its socket.

To replace the fluorescent light tube starter, reverse this procedure.

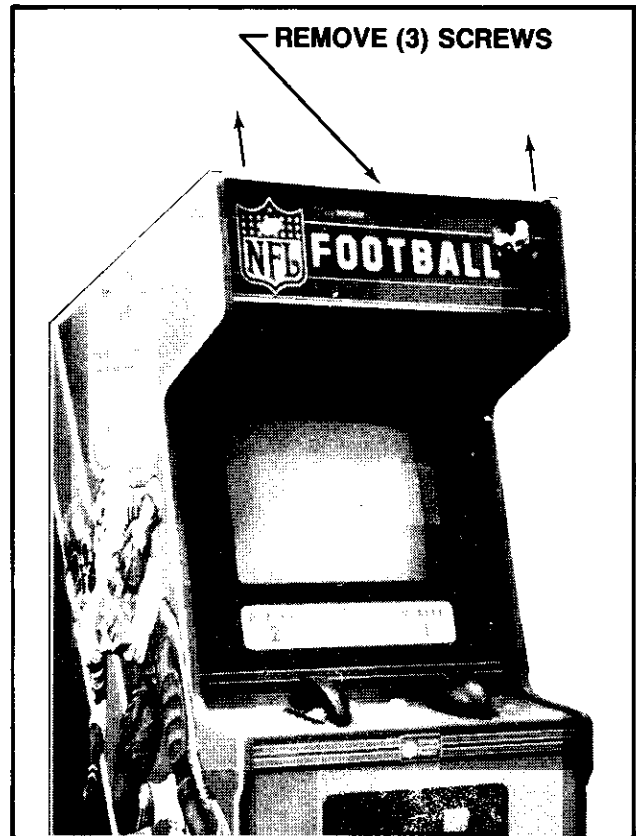


Figure 3-6 Opening the Attraction Panel

- Replacement of the fluorescent tube mounting bracket assembly. See Figure 3-8.

Disconnect it from its power cable.

Remove the screws which secure it in place and remove it from the cabinet.

To reinstall the fluorescent tube mounting bracket assembly, reverse this procedure.

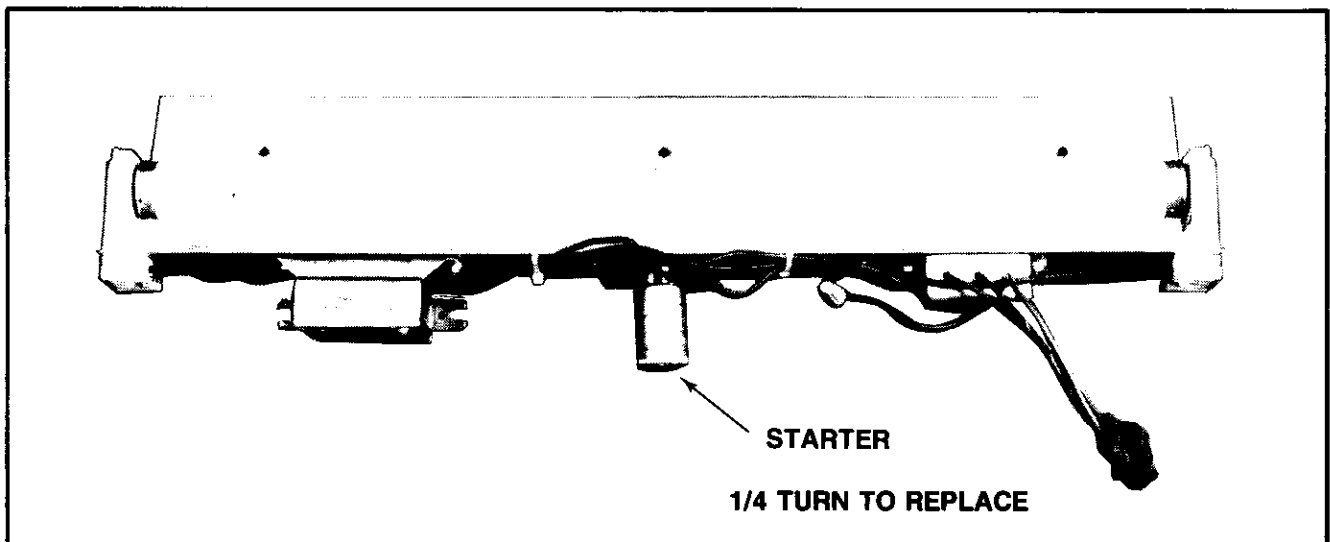


Figure 3-7 Replacing Fluorescent Tube Starter

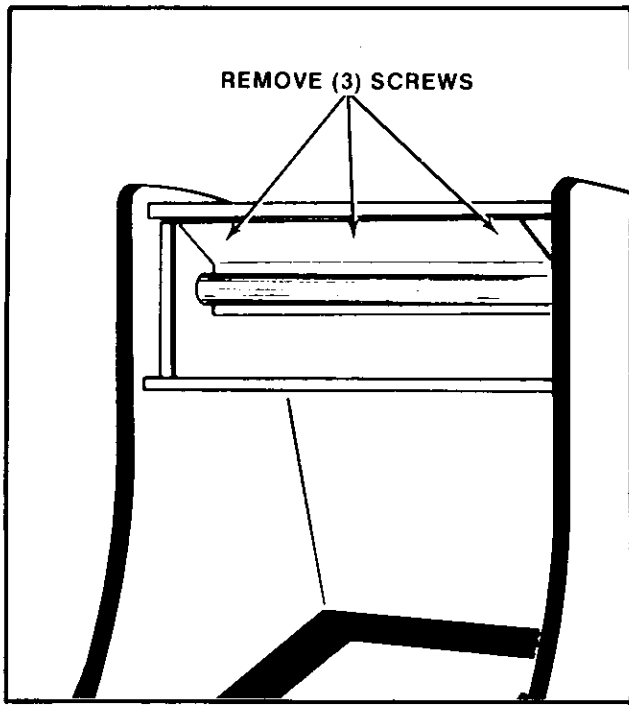


Figure 3-8 Replacing Fluorescent Tube Mounting Bracket & Speakers

Removing the speaker(s):

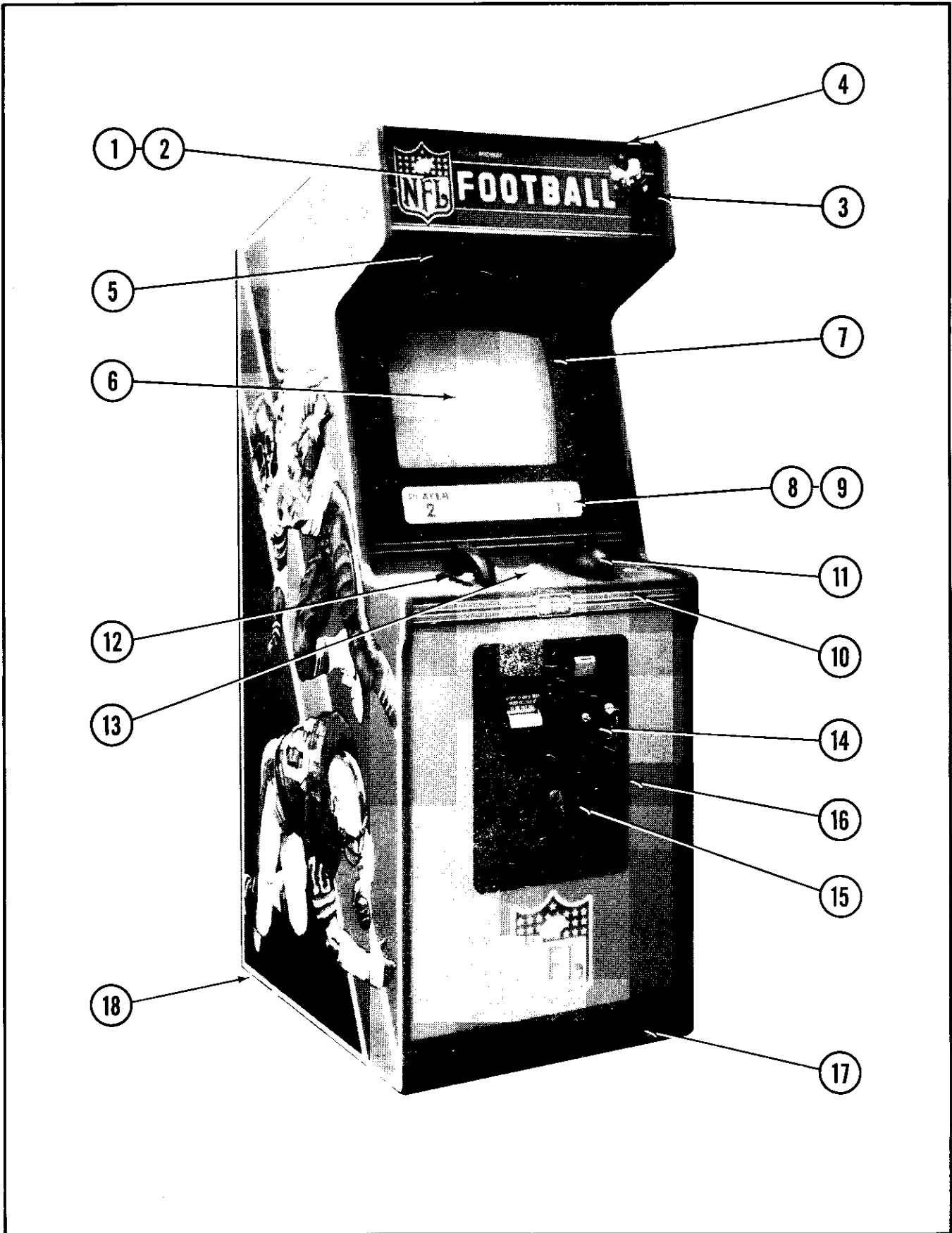
The attraction panel **MUST** be removed first. This will enable you to reach all the necessary areas where cables **MUST** be disconnected.

Disconnect the speaker(s) from all its cabling. There is one plug at a point near each speaker.

Remove the hardware which secures the speaker(s) to the cabinet and set it aside.

The speaker(s) are now free and can be slid out through the hole in the front of the game where the attraction panel was mounted.

To reinstall the speaker(s), reverse this procedure.

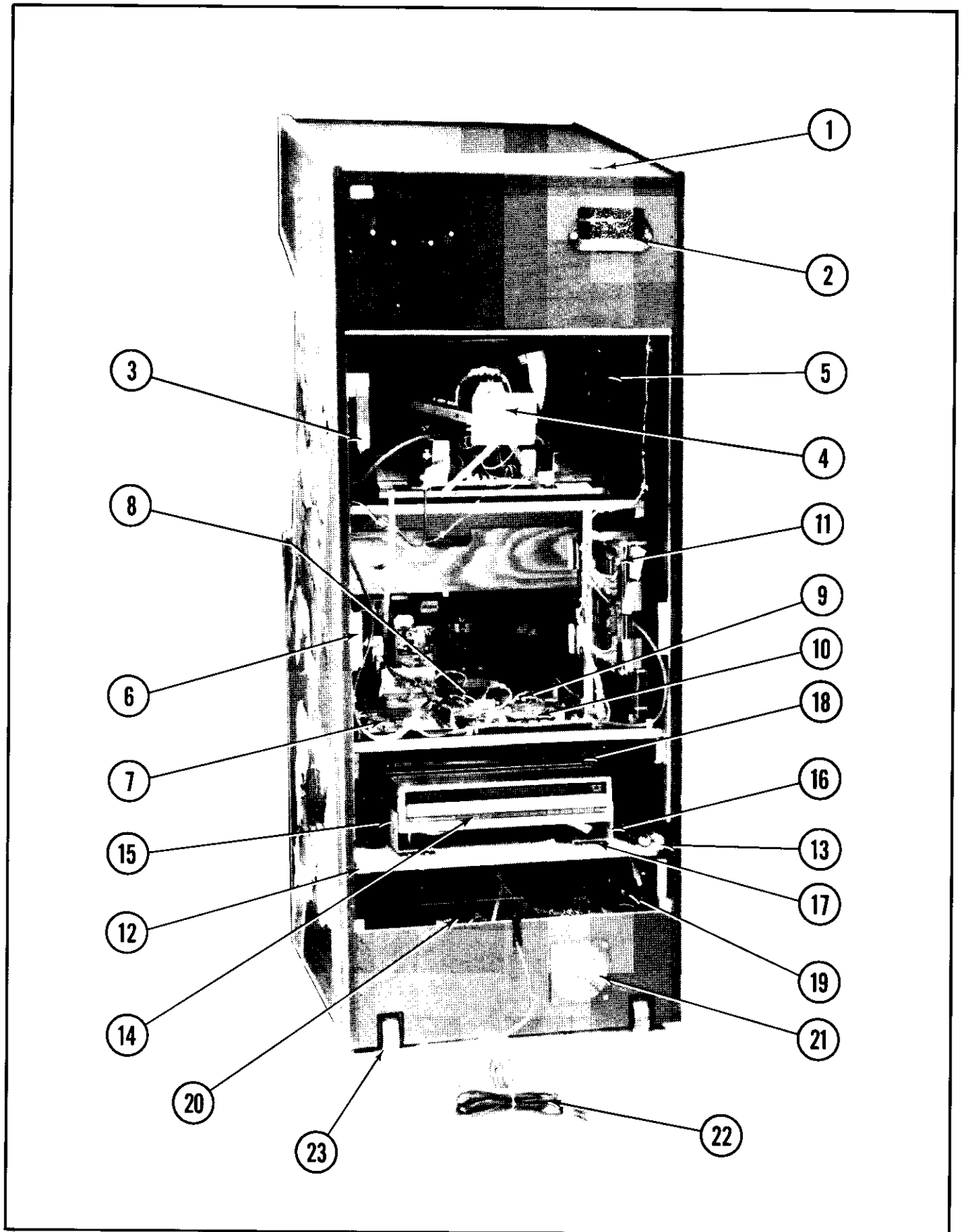


NO. 0A34 - N.F.L. UPRIGHT - FRONT - PARTS LIST

ORDER BY PART NUMBER ONLY

ITEM	PART NUMBER	DESCRIPTION
1	0A34-00901-00XF	HEADER GLASS
2	A595-00011-0000	FLUORESCENT HEADER LIGHT ASSY.
3	0537-00903-0054	GLASS CHANNEL - 6-5/8" LG. (2 REQ'D)
4	0574-00903-0400	HEADER RETAINING BRKT. (2 REQ'D)
	0017-00101-0138	#8x5/8 TORX PAN HD. TAMPER PROOF SCREW (10 REQ'D)
5	Q130-00002-0000	6" x9" SPEAKER GRILLE (2 REQ'D)
	0017-00003-0430	6" x9" SPEAKER - 4 OHM, 10W. (2 REQ'D) OR
	0017-00003-0461	6" x9" SPEAKER - 4 OHM, 15W. (2 REQ'D)
	0017-00101-0127	#8-32x1-1/2 CARRIAGE BOLT (8 REQ'D)
	0017-00103-0061	#8-32 HEX NUT W/SEMS (8 REQ'D)
6	0017-00003-0466	19" COLOR DUAL SYNC HORIZ. MOUNT MONITOR
7	0017-00042-0314	19" MONITOR BEZEL - INJECTION MOLDED
8	0A34-00900-00XF	MAIN VIEWING GLASS
9	AA34-00013-0000	MAIN VIEWING GLASS FLUOR. LIGHT ASSY.
10	AA34-00012-0000	CONTROL SHELF PLATE ASSY.
	0A34-00903-0000	DECORATIVE OVERLAY
	0595-00106-0100	CONTROL SHELF MTG. BRKT. - RIGHT
	0595-00106-0200	CONTROL SHELF MTG. BRKT. - LEFT
	0555-00901-0000	PLASTIC LOCATING PIN (4 REQ'D)
	0017-00009-0534	BASSICK CLAMP (3 REQ'D)
	0017-00101-0141	#8x11/16 UNSLOT HEX HD. SCREW (8 REQ'D)
	0A34-00904-0000	CONTROL SHELF STRAP
11	0A34-00902-0000	FOOTBALL SWITCH SHIELD (2 REQ'D)
	0017-00101-0656	#10-32x1/2 SLT. PAN HD. M.S. W/SEMS (6 REQ'D)
12	0017-00032-0092	SMALL LIGHTED PUSH BUTTON SWITCH (10 REQ'D)
	0929-00905-00XF	SWITCH BEZEL (10 REQ'D)
	0017-00104-0112	INT. WASHER (10 REQ'D)
	0017-00103-0089	5/8-24 HEX NUT (10 REQ'D)
13	0017-00042-0260	PUSH BUTTON ASSY. - WHITE (6 REQ'D)
	0017-00032-0093	PUSH BUTTON SWITCH W/HOLDER (6 REQ'D)
	0017-00103-0054	5/8-11 PAL NUT (6 REQ'D)
14	A982-00014-0006	U.S.A. - COIN DOOR & CABLE ASSY. - \$1.00 & 50¢ (OR)
	A982-00014-0004	U.S.A. - DOUBLE COIN DOOR & CABLE ASSY - 50¢
15	A090-00605-0000	CASH BOX DOOR & LOCK ASSY.
	A090-00606-0000	CASH BOX & PULL ASSY.
	A090-00189-0000	CASH BOX ENCLOSURE
	A090-00620-0200	CASH BOX ENCLOSURE ASSY. - (FOR \$1.00 BILL COIN DOOR)
16	A090-00603-00XF	COIN DOOR FRAME ASSY.
	0017-00101-0121	#6-32x5/16 PHIL. TRS. HD. SCREW (8 REQ'D)
17	0935-00906-0700	KICK PLATE - 24-7/8" LG.
18	0017-00102-0048	3/8-16x2" LEG LEVELERS (4 REQ'D)
	0017-00103-0026	3/8-16 LEG LEVELER HEX NUTS (4 REQ'D)

NO. 0A34 - N.F.L. UPRIGHT - REAR ACCESS



NO. 0A34 - N.F.L. UPRIGHT - REAR ACCESS - PARTS LIST

ORDER BY PART NUMBER ONLY

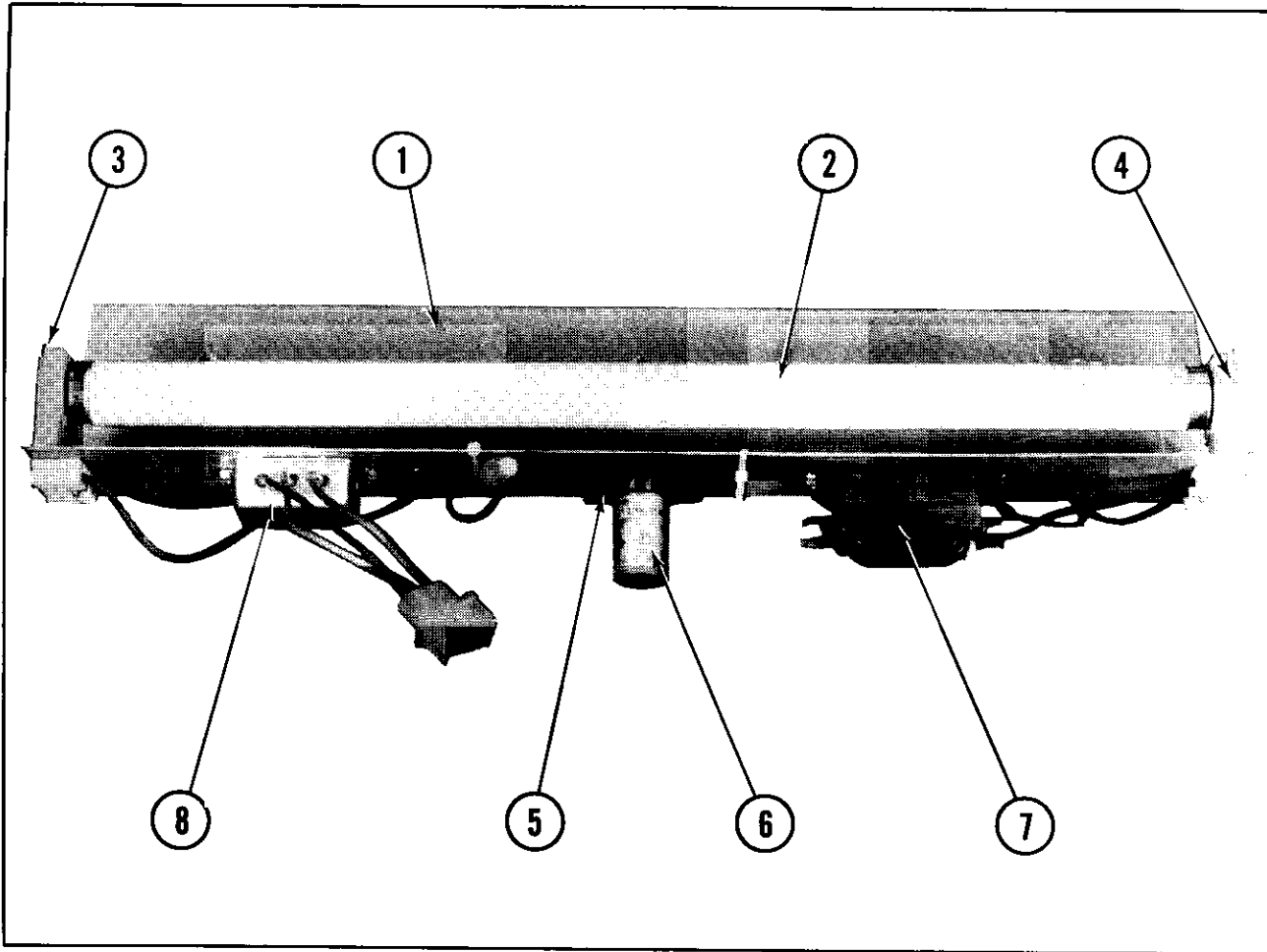
ITEM	PART NUMBER	DESCRIPTION
1	A945-00038-0000	ON-OFF SWITCH & PLATE ASSY.
2	0894-00916-0000	PLASTIC PULL & VENT (2 REQ'D)
	0017-00101-0141	#8x11/16 UNSLOT HEX HD. M.S. (8 REQ'D)
3	A088-00016-0000	INTERLOCK SWITCH & SPRING BRKT. ASSY.
	0303-00904-0000	INTERLOCK SWITCH COVER
4	AA34-00011-0000	MONITOR ASSY.
5	0A34-00100-0000	MONITOR RAIL (2 REQ'D)
	0555-00901-0000	PLASTIC LOCATING PIN (4 REQ'D)
	0017-00101-0141	#8x11/16 UNSLOT HEX HD. M.S. (10 REQ'D)
6	0017-00003-0517	N.T.S.C. RGB P.C. BOARD
7	AA34-00024-0000	I.P.U. P.C. BOARD W/SPACER ASSY.
	A084-91695-AA34	I.P.U. P.C. BOARD ASSY.
	0017-00042-0320	SPACER (4 REQ'D)
	0017-00101-0141	#8x11/16 UNSLOT. HEX HD. M.S. (4 REQ'D)
8	AA34-00022-0000	DUAL POWER AMP W/MIXER P.C.B. W/SPACER ASSY.
	A084-91648-A000	DUAL POWER AMP W/MIXER P.C.B. ASSY.
	0017-00042-0320	SPACER (4 REQ'D)
	0017-00101-0141	#8x11/16 UNSLOT. HEX HD. M.S. (4 REQ'D)
9	AA34-00021-0000	AUXILIARY POWER SUPPLY - 5V P.C. W/SPACER ASSY.
	A084-91631-B000	AUXILIARY POWER SUPPLY - 5V P.C.B. ASSY.
	0017-00042-0320	SPACER (4 REQ'D)
	0017-00101-0141	#8x11/16 UNSLOT. HEX HD. M.S. (4 REQ'D)
10	AA34-00023-0000	SQUAWK/TALK P.C. BRD. W/SPACER ASSY.
	A084-91660-AA34	SQUAWK/TALK P.C. BOARD ASSY.
	0017-00042-0320	SPACER (4 REQ'D)
	0017-00101-0141	#8x11/16 UNSLOT. HEX HD. M.S. (4 REQ'D)
11	AA34-00005-0000	CARD RACK W/BOARDS ASSY.
	A084-91657-AA34	PROG. SSI/O W/PANNING P.C. ASSY.
	A639-00060-0000	SHIELD & BARRIER ASSY.
	0017-00101-0134	#6-32x1/4 PHIL. RND. HD. SCREW (4 REQ'D)
	A084-91490-AA34	5 MHZ CPU P.C.B. ASSY.
	A358-00016-0000	SHIELD & SPACER ASSY. - INNER
	A084-91464-AA34	SUPER VIDEO/GENERATOR P.C.B. ASSY.
	A358-00017-0000	SHIELD & SPACER ASSY. - OUTER
	0017-00101-0153	#6-32x1" PHIL. RND. HD. M.S. (8 REQ'D)
12	AA34-00009-0100	BRKT. & WELD NUT ASSY. - RIGHT
13	AA34-00009-0200	BRKT. & WELD NUT ASSY. - LEFT
	0555-00901-0000	PLASTIC LOCATING PIN (4 REQ'D)
	0017-00101-0141	#8x11/16 UNSLOT HEX HD. M.S. (8 REQ'D)
14	0017-00003-0514	R.C.A. VIDEO DISC PLAYER
	0017-00003-0515	VIDEO DISC - N.F.L.
15	AA34-00010-0200	WELD STUD TO SUPPORT BRKT. ASSY. - RIGHT
16	AA34-00010-0200	WELD STUD TO SUPPORT BRKT. ASSY. - LEFT
17	0017-00041-0704	SHOCK MOUNT GROMMET (4 REQ'D)
	0A34-00104-0000	SHOCK MOUNT PLATE (4 REQ'D)
	0017-00101-0141	#8x11/16 UNSLOT HEX HD. M.S. (16 REQ'D)
	0017-00103-0019	1/4-20 LOCK NUT (4 REQ'D)
18	AA34-00019-0000	WELD STUD & CLAMPING BRKT. ASSY.
	0A34-00107-00XF	VIDEO DISC STRAP
	0017-00103-0012	#10-32 WING NUT (2 REQ'D)

NO. 0A34 - N.F.L. UPRIGHT - REAR ACCESS - PARTS LIST

ORDER BY PART NUMBER ONLY

ITEM	PART NUMBER	DESCRIPTION
19	AA34-00020-0000 A084-91695-AA34 0017-00042-0320 0017-00101-0141	POWER SUPPLY W/SPACER ASSY. POWER SUPPLY ASSY. SPACER (4 REQ'D) #8x11/16 UNSLOT. HEX HD. M.S. (4 REQ'D)
20	A945-00020-0000	POWER CHASSIS ASSY. - 125VA, 115V.
21	AA30-00020-0000 Q270-00010-0000	MTG. PLATE TO FAN ASSY. FAN GRILLE/FILTER
22	0017-00101-0076	#8-32x3/4 SLT. HEX HD. EXT. WASH. M.S. (4 REQ'D)
23	A945-00019-0000	LINE CORD ASSY. - 115V
	A961-00007-0000	CASTER ASSEMBLY (2 REQ'D)
		ADDITIONAL PARTS LIST
	0017-00005-0050	BACK DOOR LOCK W/2 KEYS
	0017-00009-0490	5-5/8" VENT GRILLE (2 REQ'D)

HEADER FLOURESCENT FIXTUTRE ASSY.

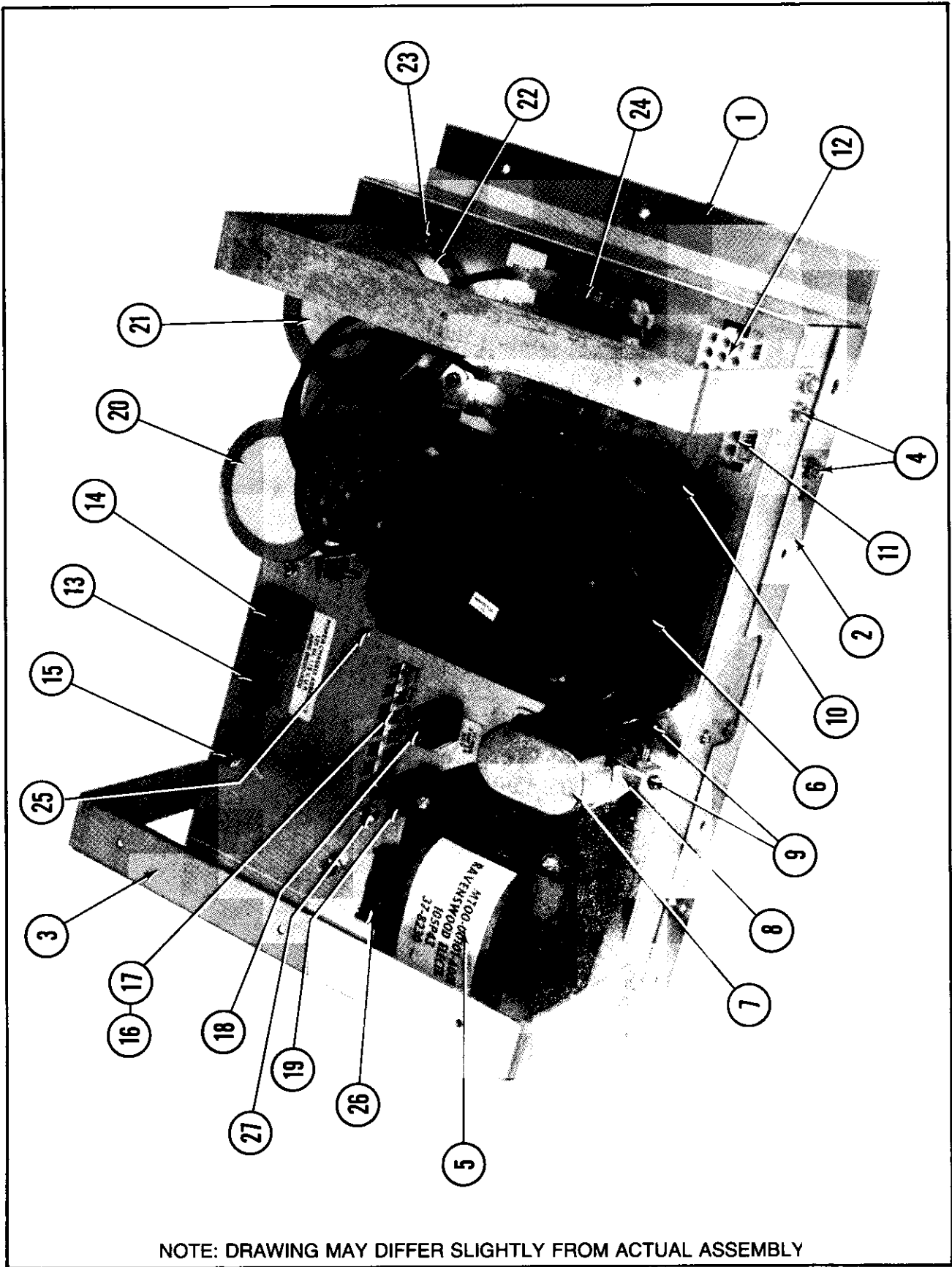


HEADER FLOURESCENT FIXTUTRE ASSY. - PARTS LIST

ORDER BY PART NUMBER ONLY

ITEM	PART NO.	DESCRIPTION
1	0595-00105-0000	FLUORESCENT BRKT.
2	0017-00003-0043	18" COOL WHITE FLUORESCENT LAMP
3	0017-00003-0445	LAMP LOCKS (2 REQ'D.)
4	0017-00031-0036	FLUORESCENT SOCKET (2 REQ'D.)
5	0017-00003-0412	FLUORESCENT STARTER HOLDER W/LEADS
	0017-00101-0573	#6-32 x 1/2 PHIL. RND. HD. M.S. (4 REQ'D.)
	0017-00104-0009	#6 EXT. WASHER (4 REQ'D.)
6	0017-00003-0019	FLUORESCENT STARTER
7	0017-00003-0026	BALLAST
	0017-00101-0598	#8-32 x 5/16 SLT. HEX HD. SCR. (4 REQ'D.)
8	A961-00042-0000	LINE FILTER ASSY.

— POWER CHASSIS ASSY. — 125VA., 115V.

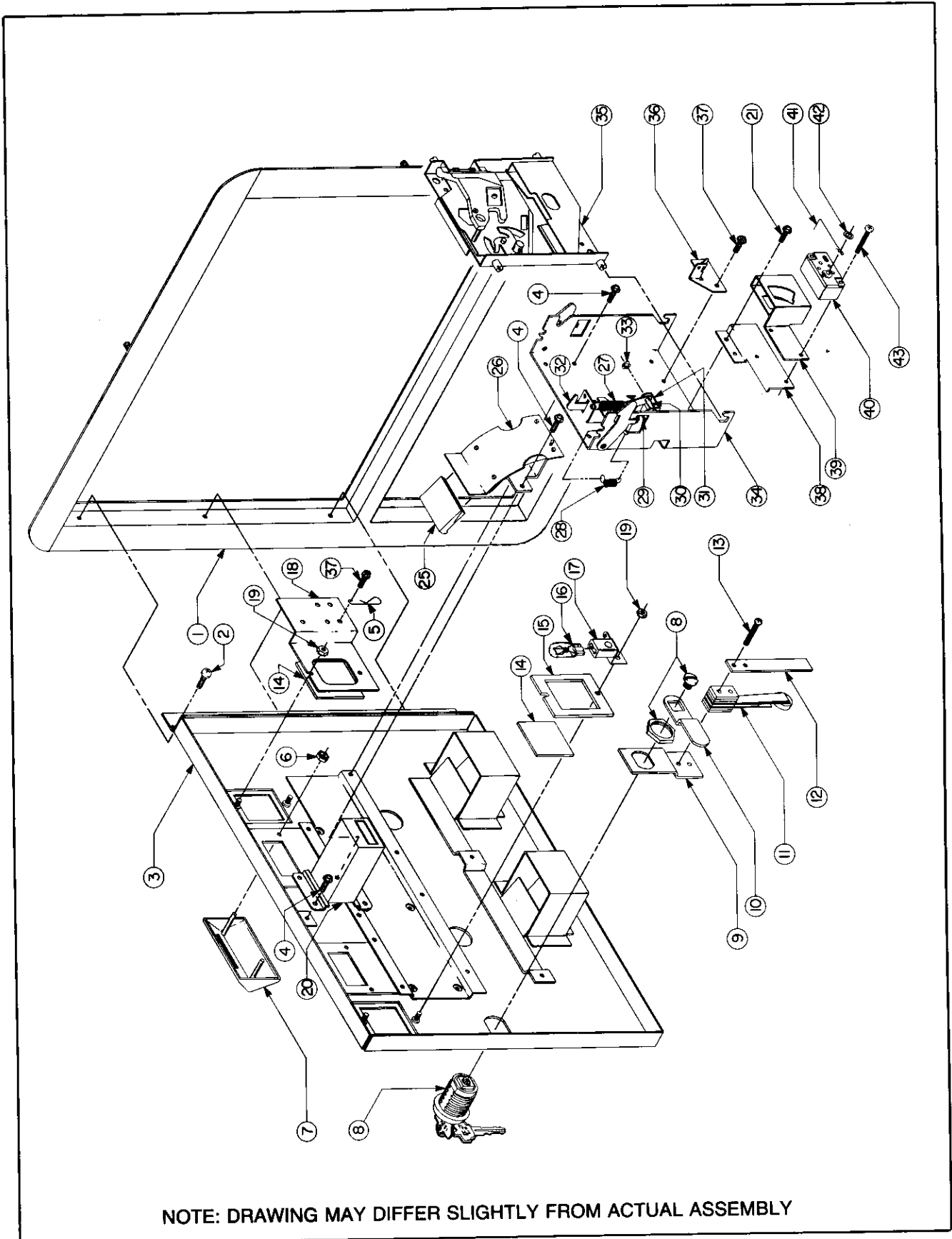


POWER CHASSIS ASSY.—125VA., 115V.—PARTS LIST

ORDER BY PART NUMBER ONLY

ITEM	PART NO.	DESCRIPTION
1	A945-00046-00XF	CHASSIS & PARTITION ASSY.
2	A945-00029-0100	MTG. PLATE & BARRIER ASSY.
3	0945-00107-01XF	STRAP (2 REQ'D.)
4	0017-00101-0123	#8 x 1/4 UNSLOT. HEX HD. SCR. (12 REQ'D.)
5	MT00-00101-A000	ISOLATION TRANSFORMER W/O SHIELD ASSY. — 115V., 50/60 HZ.
	0017-00103-0061	#8-32 HEX NUT W/SEMS (4 REQ'D.)
6	MT00-00099-A000	POWER TRANSFORMER ASSY. — 115V., 60 HZ.
	0017-00103-0084	#6-32 HEX NUT W/SEMS (4 REQ'D.)
7	0175-181T4-GXJK	CAPACITOR — 3.5 M.F., 440V.
8	0017-00009-0535	CLAMP
	0017-00101-0565	#6-32 x 7/16 SLT. PAN HD. SCR.
	0017-00103-0084	#6-32 HEX NUT W/SEMS
9	0017-00101-0067	#6 x 3/8 PHIL. PAN HD. SCR. (11 REQ'D.)
10	0945-00902-0000	SNAP BUSHING (3 REQ'D.)
11	0017-00021-0297	2 POSITION CONNECTOR
12	A945-00030-0100	CONNECTOR & CABLE ASSY. #1
13	A945-00030-0200	CONNECTOR & CABLE ASSY. #2
14	A945-00021-0000	CONVENIENCE OUTLET ASSY.
15	0017-00101-0573	#6-32 x 1/2 PHIL. RND. HD. SCR. (2 REQ'D.)
	0017-00103-0084	#6-32 HEX NUT W/SEMS (2 REQ'D.)
	A945-00025-0000	FILTER ASSEMBLY — 125V. — UNDER CHASSIS (NOT SEEN)
16	0017-00021-0510	TERMINAL STRIP
17	0017-00101-0140	#4-40 x 5/16 PHIL. PAN HD. SCR. (2 REQ'D.)
18	0017-00083-0263	SLO-BLO FUSE — 4A., 250V.
19	0017-00003-0005	FUSE — 2A., 250V.
	0017-00003-0444	QUICK CONN. FUSEHOLDER (2 REQ'D.) — FOR ABOVE FUSES
20	0945-00816-1902	CAPACITOR — 100,000 M.F.
21	0945-00816-1901	CAPACITOR — 55,000 M.F.
	0017-00104-0107	#10 FLAT WASHER (4 REQ'D.)
	0017-00103-0081	#10-32 HEX NUT W/SEMS (4 REQ'D.)
22	0017-00009-0422	CLAMP (2 REQ'D.)
	0017-00101-0758	#8-32 x 3/4 PHIL. RND. HD. SCREW (2 REQ'D.)
	0017-00103-0061	#8-32 HEX NUT W/SEMS (2 REQ'D.)
23	0017-00101-0067	#6 x 3/8 PHIL. PAN HD. SCR. (6 REQ'D.)
24	0945-00904-0000	5 POSITION FUSE HOLDER
	0017-00003-0263	SLO-BLO FUSE — 4A., 250V.
	0017-00003-0217	SLO-BLO FUSE — 2.5A., 250V. (2 REQ'D.)
	0017-00003-0007	SLO-BLO FUSE — 3A., 250V. (2 REQ'D.)
	0945-00903-0000	FUSE HOLDER BARRIER
	A945-00022-0000	HEATSINK & DIODE ASSY.
	0017-00101-0067	#6 x 3/8 PHIL. PAN HD. SCR. (2 REQ'D.)
25	0017-00101-0780	#6 x 1/2 PHIL. PAN HD. SCREW (2 REQ'D.)
	0017-00021-0629	5 POSITION TERMINAL STRIP — (UNDER CHASSIS)
	A945-00019-0000	LINE CORD ASSY. — 115V. (NOT SHOWN)
26	A945-00030-0500	CONNECTOR & CABLE ASSY.
27	0017-00101-0660	#10-32 x 3/4 PAN HD. SCREW
	0017-00104-0107	#10 FLAT WASHER
	0017-00103-0081	#10-32 HEX NUT W/SEMS

FRONT DOOR ASSEMBLY - U.S.A. 50¢



FRONT DOOR ASSEMBLY - U.S.A. 50¢ - PARTS LIST

ORDER BY PART NUMBER ONLY

ITEM	PART NO.	DESCRIPTION
1	A090-00603-00XF	DOUBLE ENTRY COIN DOOR FRAME
2	0017-00101-0121	#6-32x5/16 PHIL. TRS. HD. SCR. (3 REQ'D)
3	A090-00073-02BK	DOUBLE ENTRY COIN DOOR W/DRESS PLATE
4	0017-00101-0123	#8x1/4 UNSLOT HEX HD. SCREW (12 REQ'D)
5	0017-00007-0019	KEY HOOK
6	0017-00103-0059	PUSH NUT (4 REQ'D)
7	0090-00912-0000	COIN ENTRY PLATE - 25¢ (2 REQ'D)
8	A097-00005-0000	DOOR LOCK & KEY W/SCREW & NUT (OR)
	A097-00006-0000	DOOR LOCK & KEY W/SCREW & NUT
9	0090-00128-00XF	DOOR TILT SWITCH BRKT.
10	0017-00005-0041	DOOR CAM
11	A090-00095-0000	DOOR TILT SWITCH
12	0090-00126-03XF	SWITCH BACK-UP PLATE
13	0017-00101-0525	#5-40x9/16" PHIL. HD. M.S. (2 REQ'D)
	A090-00096-0000	DOOR TILT SWITCH & BRKT. ASSY. (ITEMS 9 & 11 THRU 13)
14	0090-00903-4800	PLEXI PLATE 2x25 CENT 1 PLAY (2 REQ'D)
15	0090-00143-00XF	COIN PLEX RETAINER
16	0017-00003-0219	12 VOLT LAMP - G.E. #194 (2 REQ'D)
17	0017-00031-0048	WEDGE SOCKET W/BRKT. (2 REQ'D)
18	A090-00100-0000	BRKT. ASSY.
19	0017-00103-0084	#6-32 HEX NUT W/SEMS (4 REQ'D)
20	A090-00089-0000	COIN METER W/DIODE
21	0017-00101-0124	#6x1/4 UNSLOT HEX HD. SCR. (4 REQ'D)
25	0090-00911-0000	INSULATOR (2 REQ'D)
26	A090-00112-0000	COIN CHUTE & INSULATOR ASSY. (2 REQ'D)
27	0010-00134-0000	SPRING
28	0010-00181-0000	SPRING
29	0017-00007-0083	1/8x1-5/8 ROLL PIN
30	0090-00129-00XF	PIVOT POST
31	0090-00167-00XF	PIVOT LEVER
32	0090-00182-00XF	REJECT LEVER
33	0017-00100-0018	E-RING
	A090-00088-0000	REJECT LEVER ASSY. (2 REQ'D) (ITEMS 30 THRU 33)
34	A090-00117-0000	COIN ACCEPTOR FRAME ASSY. (2 REQ'D)
35	0017-00005-0003	COIN ACCEPTOR W/STRING CUTTER (2 REQ'D) (OR)
	0017-00005-0211	COIN ACCEPTOR W/ANTI STRING DEVICE (2 REQ'D) (OR)
	0017-00005-0214	COIN ACCEPTOR W/STRING CUTTER (2 REQ'D)
36	A090-00064-0000	ANTI-PENNY DEVICE
37	0017-00101-0099	#6x1/4 SLT. HEX HD. M.S. (2 REQ'D)
38	0090-00162-00XF	COIN SWITCH MTG. BRKT.
39	0017-00005-0203	COIN SWITCH CHUTE
40	0017-00005-0195	COIN SWITCH
41	0010-00599-0000	COIN SWITCH WIRE
42	0017-00007-0015	PUSH-ON RING
	A090-00059-0400	COIN SWITCH & WIRE ASSY. (ITEMS 40 THRU 42)
43	0017-00101-0147	#4-40x3/4 PHIL. PAN HD. M.S. (2 REQ'D)
	A090-00077-0000	COIN GUIDE & SWITCH ASSY. (ITEMS 38 THRU 43)