



CASINO NIGHTS – DAVE AND BUSTERS SPECIFICATION OPERATOR'S MANUAL NUMBER 990179

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1. Introduction.

This manual is intended to act as a guide to the operation of the machine. The list of contents shows the layout of the manual. Should repairs be necessary, there is a Parts List of components that are normally considered replaceable. Recommendations are made throughout the manual and it is essential that these be followed for safety reasons.

1.1 Warnings, Cautions and Notes

“WARNING”: refers to essential safety precautions that must be taken to avoid a potential hazard to health.

“CAUTION”: refers to precautions that must be taken to avoid damage to the equipment.

“NOTE”: refers to advisory information, normally to assist in performing tasks.

1.2 Safety Precautions

The following general Safety Precautions apply to all Operators and Engineers and must be complied with at all times. More specific warnings and cautions are also provided in the manual where they apply.

WARNING:

1. IT IS ESSENTIAL THAT ONLY SUITABLY QUALIFIED PERSONNEL CARRY OUT MAINTENANCE AND REPAIR OPERATIONS.
2. TO PREVENT INJURY AND ELECTRIC SHOCK, SWITCH OFF AND DISCONNECT ALL ELECTRICAL POWER SUPPLIES BEFORE OPENING DOORS AND PANELS AND STARTING WORK ON THE MACHINE.
3. TO PREVENT ELECTRIC SHOCK DURING OPERATION, A SECURE, EARTHED ELECTRICAL PLUG MUST BE FITTED.
4. USE ONLY THE SPECIFIED ELECTRICAL FUSES SHOWN IN THE PARTS LIST. REPLACEMENT FUSES MUST MATCH THOSE TO BE REPLACED IN FUSE TYPE AND RATING. THE FUSE COVER (WHERE APPLICABLE) MUST BE IN PLACE BEFORE SWITCHING THE MACHINE ON.
5. TO MAINTAIN THE SAFE AND EFFICIENT OPERATION OF THE MACHINE, USE ONLY CROMPTONS APPROVED PARTS.

CAUTION:

1. Many electrical plugs are keyed to fit one way. Note orientation before removal.
2. Before handling a PCB or its component parts, take full anti-static precautions.
3. Wait for at least one minute after switching the machine off, to enable the capacitors to fully discharge before switching it back on. Failure to do so may result in a loss of functionality.



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1.3 Standard Abbreviations and Terms

1.3.1 ABBREVIATIONS

In addition to normal SI units, the following abbreviations may be used as standard.

Assy	Assembly
CW	Clockwise
EMC	Electro Magnetic Compatibility.
GRP	Glass Reinforced Plastic.
LED	Light Emitting Diode.
PCB	Printed Circuit Board.
PSU	Power Supply Unit.
RPM	Revolutions Per Minute
TBD	To Be Done.

1.3.2 TERMS

Coin	Coin or Coin (metal or plastic).
Slug	Counterfeit coin or Coin



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2. Description and Gameplay

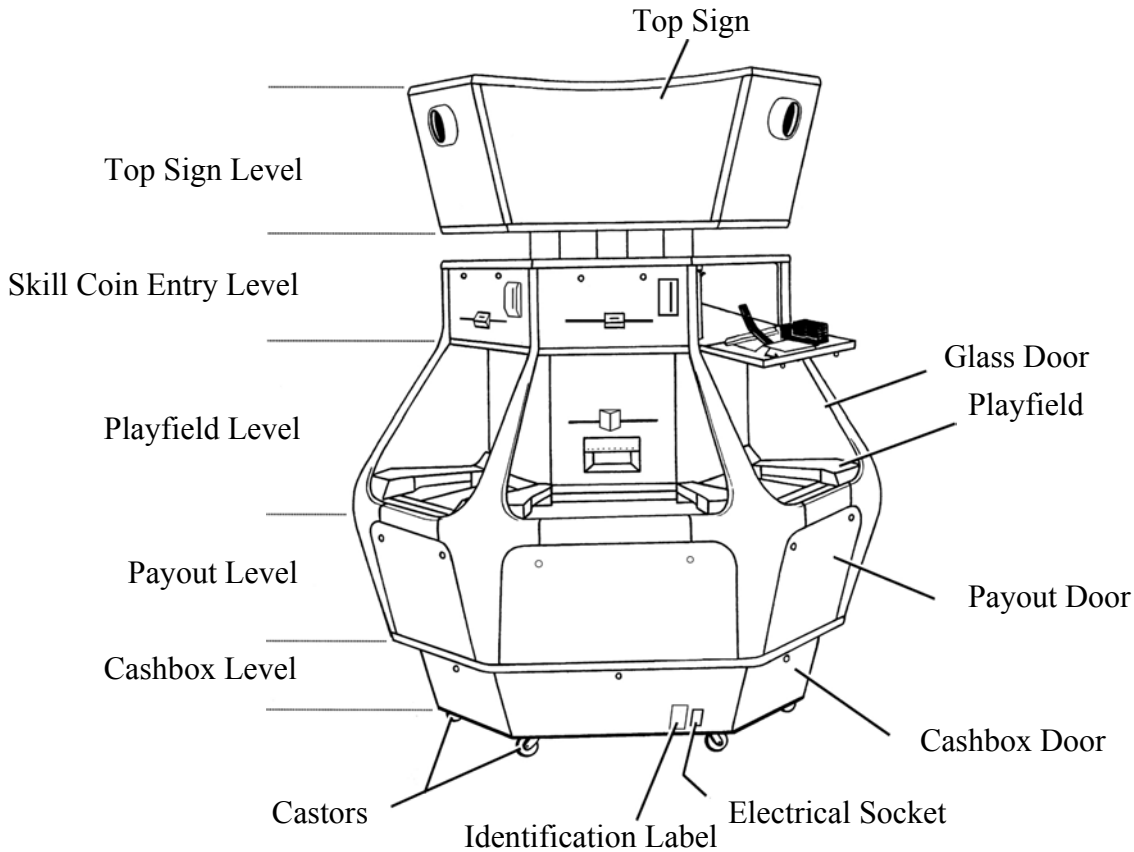


Figure 1 General View of Casino Nights Machine

2.1 Gameplay

The main aim of the game is to guide coins onto the playfield, so that coins are pushed over the front edge of the playfield into the Win Chute (Figure 2). One Skill coin entry is located on each play section. These slots feed Coins into the Pin-Perspex Assembly, which tends to distribute and spread out the fall of the Coins and guides them onto the playfield. All wins are paid out in tickets.

Additionally, the “Splash” feature (Figure 2) is installed to the pin Perspex. The aim is for players to make the Coin enter a slot located at the centre-rear of the Splash tray slot, it activates a sensor, before falling into the Splash Tray. A Linear slider (a coin deflector which moves from side to side over the Splash Tray) is incorporated to make this task more of a challenge. If a coin enters the jackpot slot, it activates a sensor, before falling into the Splash Tray. Activation of the sensor causes the machine to pay out a random jackpot, again paid out in tickets, and increments a Splash Coin counter.



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In addition to paying out the jackpot, when the counter reaches a pre-determined limit (factory default is set at 50 Coins) the Splash mechanism is activated and all the coins in the Splash Tray are tipped out, flooding the Pusher Box and Playfield with coins. A row of LED's on the front face of the Splash Tray gives an indication to players of how near a coin splash is



Figure 2 - Playfield



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2.2 Description

A machine Identification Label is located adjacent to the Bottom Electrical Mains Connector (Figure 1). This specifies the power supply requirements, configuration, serial number, part number and date of manufacture.

The structure of the machine is divided into 5 distinct levels as shown in figure 1. The 6 play sections are numbered anti-clockwise, the Number 6 section being readily identifiable by the Bottom Electrical Socket. Labels with the play section numbers are attached to the inner surfaces of the Coin Entry Doors.

Dipswitches are used to control a number of settings and options. These are described in detail in 5. PCB Dipswitch Settings.

The height of the Top Sign is adjustable. The sound volume, bass and treble are adjustable.

Electrical sockets are provided to allow the power supply to be connected to the top or bottom of the machine.

The machine is protected by three separate security systems:

- i) A single Tilt Bob is located in the Top Sign and protects against the machine being tilted.
- ii) Slam Tilt sensors are attached to the frame at the edge of each Payout Door. These protect against the machine being knocked or kicked.
- iii) An Intelligent Tilt Sensor is mounted on each Win Chute. This ensures that the machine only pays out after a Coin has been entered into play and after a Coin(s) is then sensed as falling into the Win Chute.

A number of Coin Handling /Payout system options are supplied, and are described in detail in 9.5 Payout Level.

The machine is supplied set-up for the particular Coin type specified by the user. Please refer to the approved Cromptons Distributor for advice on changing the type of coinage, if required.



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2.3 Operation

2.3.1 Switching 'ON' the machine

WARNING: Do not switch the machine 'ON' unless it is fully assembled and all panels and doors are installed, unless otherwise instructed as part of a maintenance procedure. Ensure all normal safety precautions shown on Page 3 are followed.

- i) Before switching the machine 'ON' for the first time, ensure that all instructions given in **3. Installation** and **4. Preparation for Play** have been followed.
- ii) Check that the mains electrical supply is disconnected.
- iii) Select the Power Selector Switch (Figure 3) to 'ON'.
- iv) If the bottom supply socket is used, select the bottom Electrical Supply Socket to 'ON' (Figure 1).
- v) Connect the machine to the mains supply then switch on the supply.

2.3.2 Access Doors

2.3.2.1 Coin Entry Doors

Each of these hinged doors is secured by two locks. This gains access to the Control Panel, Main Control PCB's, Coin Entry Sensors and the Pin Perspex securing screws.

2.3.2.2 Glass Doors

These can be unlocked and lifted clear to gain access to the playfield. Take great care to store the doors in a secure place, as the glass can be easily broken when not installed to the machine.

2.3.2.3 Payout Doors

These doors are removable, after first disconnecting any electrical connectors. The Ticket Dispenser is attached to the inner surface of the door.

2.3.2.4 Cashbox Doors

These 2 doors are removable and are each secured by a single lock. For security reasons, this lock is of a different type to all other locks on the machine.



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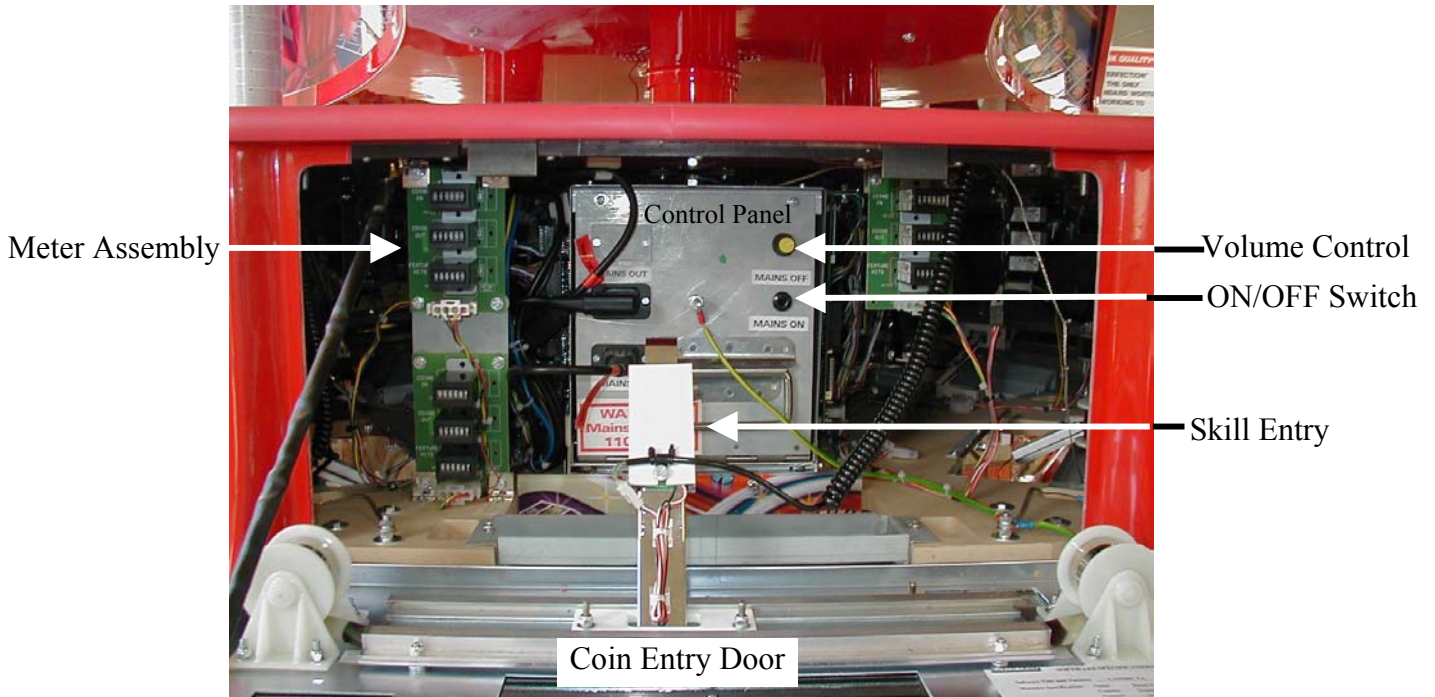


Figure 3 - Control Panel (No 1 Play Section)

3. Installation

CAUTION:	i)	The machine must be installed on a stable, level surface.
	ii)	The machine must not be exposed to extremes of temperature, high humidity or high concentrations of airbourne particles.
	iii)	Do not use the Paytrays to lift or remove the machine, or damage may occur.

3.1 Unpacking

1. Remove the machine from the shipping crate and check that it is complete. Any special instructions and the entry keys are attached to the outer surface of the machine. Ensure that any special instructions are followed before proceeding.
2. Open all doors and panels and remove all transit packing from outside and inside the machine. Check that all parts and connectors are secure and have not become loose during transit.



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3. Close and lock all doors and panels (NOTE: Do not load any Coins into the machine at this stage).

3.2 Electrical Supply

1. Ensure that the mains electrical supply is earthed and complies with the specification shown on the machine Identification Label (Figure 1).
2. Connect the machine to the mains electrical supply using a ready accessible disconnect device to either:
 - i) The Top Feed socket in the Top Sign or
 - ii) The Bottom Feed socket in the base.
3. Open the Coin Entry Door at the No 1 play section (Figure 1) to access the Control Panel. Two electrical plugs are located here labelled "Top" and "Bottom". Connect the appropriate plug to the Power input socket (Figure 3). Select the Power Selector Switch (Figure 3) to 'ON'.

3.3 Post-Installation Checks

1. Check that the Power Selector Switch (Figure 3) is set to 'ON'.
 2. Switch on the electrical supply, starting the machine. Wait for 10 seconds to allow the initialisation procedure to execute.
 3. Check that all lights are working and that the Pusher Boxes are moving smoothly.
 4. Set the Sound Volume to the desired level.
 5. When the machine is working satisfactorily, carry out the "Preparation for Play" procedure.
- (If the machine does not function correctly, see "Troubleshooting Guide").



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4. Preparation for Play

4.1 Setting-Up The Playfield with Coins

To ensure correct gameplay, the following set-up procedure is recommended before the machine is played. For each play section:-

1. To “float-up” the play area, turn the machine ‘ON’, open the Glass Door and spread approximately 600 Coins evenly over the Playfield and Pusher Box. Replace the Glass Door.
2. To stabilise the machine ready for play, feed approximately 1,000 Coins through the Coin Entry slots.

CAUTION: Do not manually place any Coins in the Splash Tray (if installed). The quantity of Coins is software controlled, and this may cause the Splash Tray to become jammed with Coins.
--

4.2 Filling Coin Change Hopper

For each play section:-

1. Open the Payout Door and fill the Change Hopper with the appropriate coins.

CAUTION: Take care not to fill the Count Hoppers with coins, or the machine will not function correctly.

4.3 Filling Ticket Dispensers

For each play section:-

1. Remove the Payout Door. Place the new block of folded tickets in the Ticket Box so that the tickets are fed through in the correct orientation. Feed the tickets onto the Ticket Dispenser.
2. Switch electrical power ‘ON’ (if not already ‘ON’) and press the advance button on the side of the Dispenser until tickets appear at the payout slot.
3. Tear off any excess tickets and replace the Payout Door, taking care not to trap the tickets.



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4.4 Pre-Operation Checks

1. Visually check that all playfields are correctly set up with Coins.
2. Open each Payout Door and visually check that all Payout Hoppers and Ticket Dispensers are full.

Note: Take care not to fill the Count Hoppers (figures 19 and 20) with coins, or the machine will not function correctly.

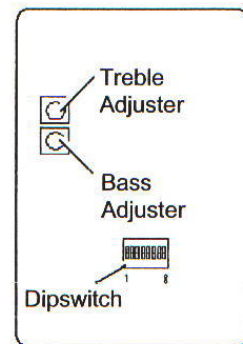
3. Set the Sound Volume to the desired level (Figures 3).
4. Feed several Coins into each Coin Slot and visually check that the Coins fall onto the Playfield correctly.
5. Check that the Coin Entry sound is triggered each time a Coin is entered.
(If the machine does not function correctly, see “Troubleshooting Guide”).

5. Sound PCB

5.1.1 SOUND PCB – DIPSWITCH SETTINGS

A Dipswitch unit mounted on the Sound PCB is used to control the “Attract Sound”. This sound is intended to attract players to the machine when it is not being played).

The time interval between the sounds is settable as shown in Table 1. Only switches 1 to 3 of the 8 switches are currently used.



**Figure
4 - Sound Card**

SW1	SW2	SW3	Time Interval
OFF	OFF	OFF	No attract sound
ON	OFF	OFF	30 Seconds
OFF	ON	OFF	60 Seconds
ON	ON	OFF	90 Seconds
OFF	OFF	ON	120 Seconds
ON	OFF	ON	150 Seconds
OFF	ON	ON	180 Seconds
ON	ON	ON	210 Seconds



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Table 1 "Attract Sound" - Dipswitch Settings

5.2 Main Control PCB

5.2.1 MAIN CONTROL PCB –GENERAL

A separate Main Control PCB is used to control each play section. Above each PCB is a label with its Play Section number.

Each PCB has two LEDs incorporated:

LED1 is illuminated while there is power to the PCB.

LED2 is a software monitor that flashes regularly while the program is running correctly. If this LED stops flashing at any time, pressing the Reset Button will cause the program to be reset.

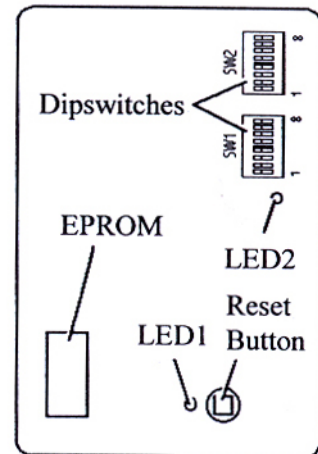


Figure 5 - Control PCB

Pressing the Reset Button resets the control system for that Play Section without disturbing other parts of the machine. Pressing this button will also cause unpaid tickets/coins to be paid out following Hopper refill.

5.2.2 MAIN CONTROL PCB - DIPSWITCH SETTINGS

Two banks of Dipswitches are located on each Main Control PCB, labelled "SW1" and "SW2" (Figure 5). The switches themselves are labelled with the numbers "1-8" and the 'ON' position is shown.

The Dipswitch settings take effect only at Power-up or after the Main Control PCB Reset button has been pressed.

A Software Specification Sheet is attached to the master (No 1) section Coin Entry Door of each machine. This specifies the Dipswitch settings for that particular machine and, in the event of conflicting information, should be followed in preference to the settings shown below.



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6. System Messages and Alarms

6.1 Visible Warning Messages

These messages are displayed on the Fluorescent Display and the Playfield Splash Feature. Machines without the Splash Feature machines have Audible Warnings only.

Message	Meaning	Fix
SETTING INVALID – NO FEATURE PAYOUT SET	Feature Payout has to be set	Set Main Control PCB Dipswitches (see Table 2).
ERROR IN PAYOUT TABLE	Memory Corrupt	Switch machine 'OFF'. Wait 1 minute before switching 'ON'
HOPPER/TICKET OVERPAY – PLEASE CALL ATTENDANT	Hopper or Ticket Dispenser has overpaid	Investigate cause of fault. Press Reset Button on Main Control PCB
HOPPER/TICKET EMPTY – PLEASE CALL ATTENDANT	Payout Hopper or Ticket Dispenser empty	Refill. Press Reset Button on Main Control PCB
TILT	Tilt sensors have been activated	Machine will reset after 20 seconds

Table 2 – Visible Warning Messages

6.2 Audible Warning Messages

An Audible Warning will be sounded when a Tilt condition is set.

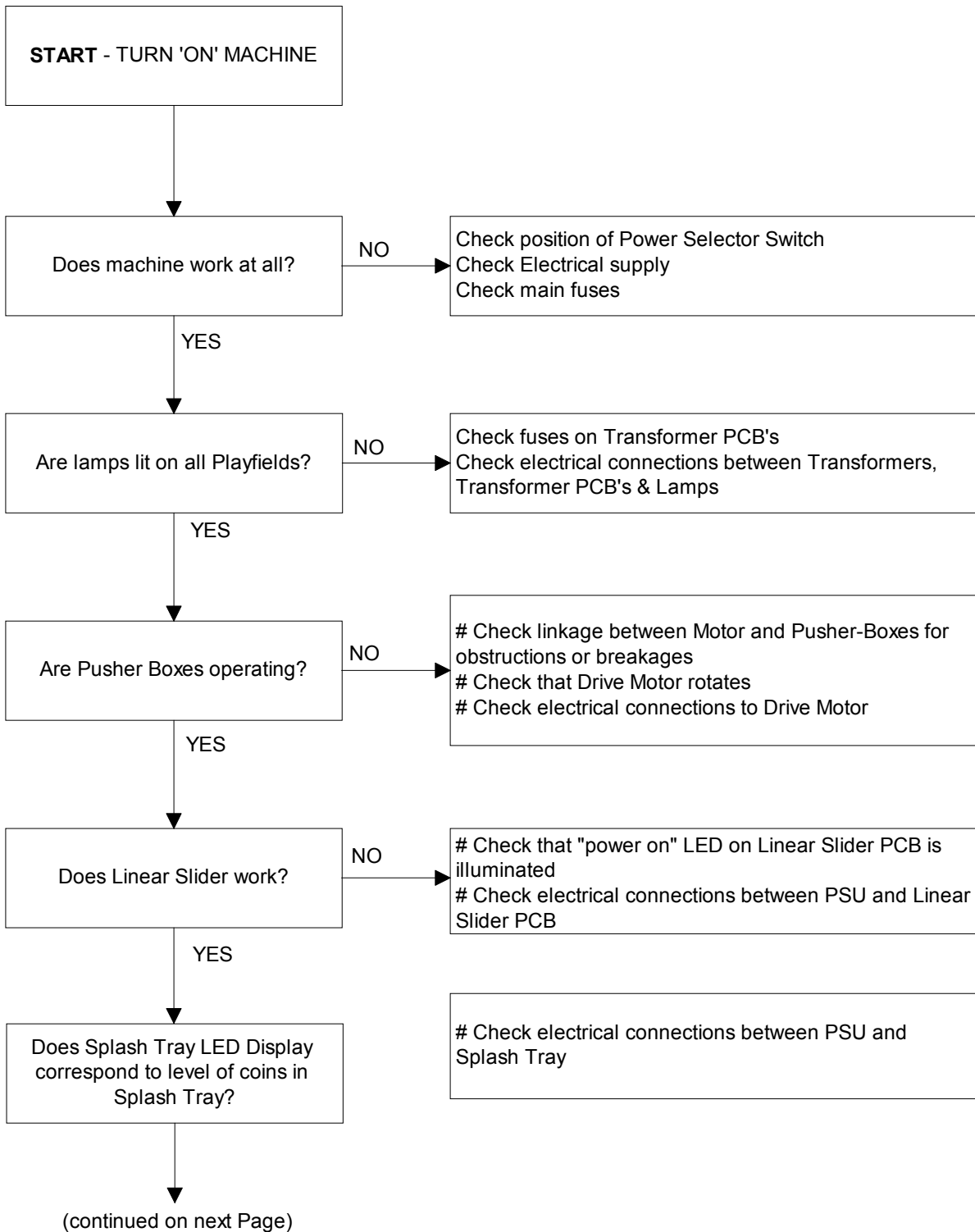
Sound	Meaning	Fix
Warble	Tilt Mechanism operated.	Self-reset after 10 secs.

Table 3 Audible Warning



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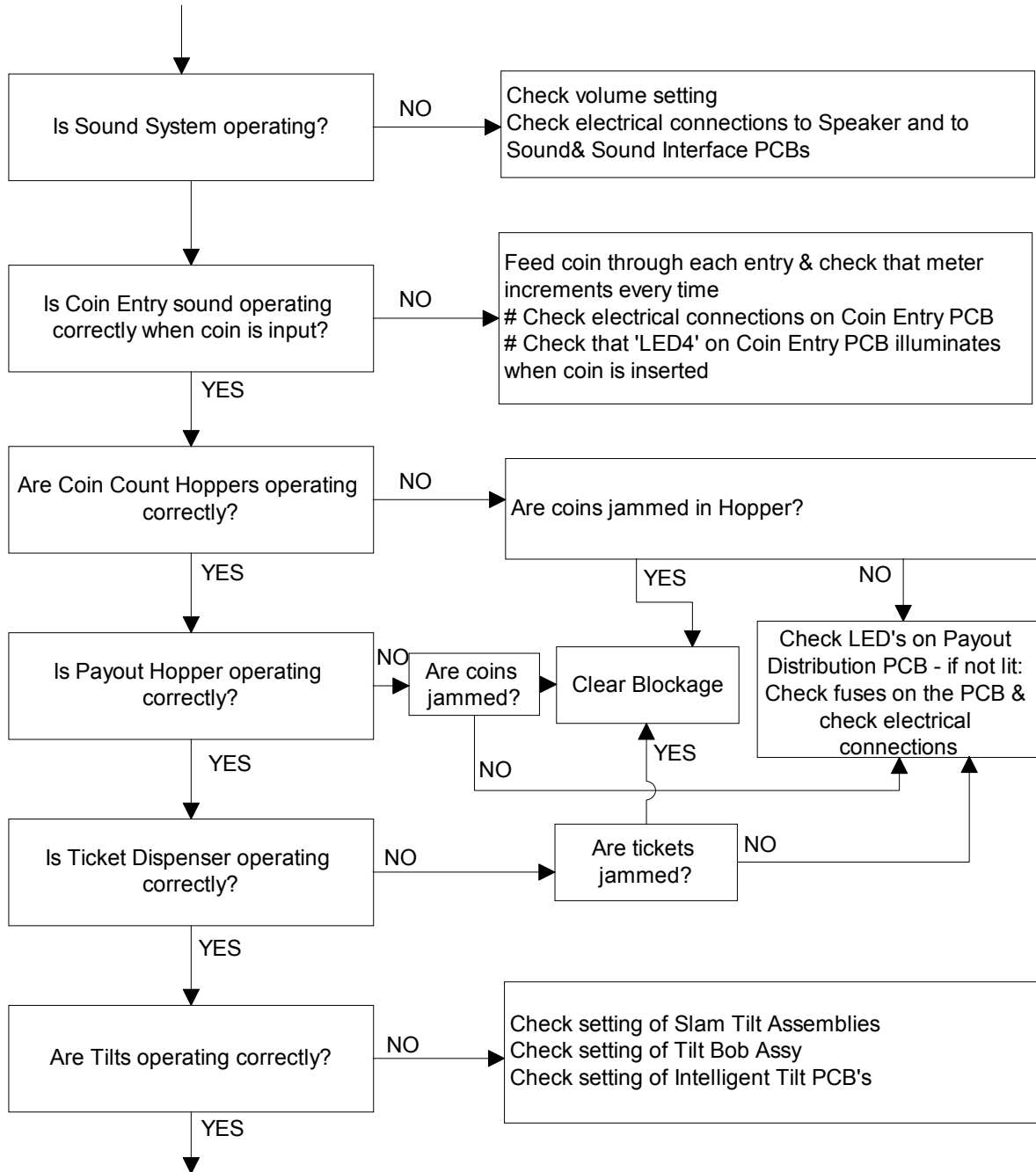
7. Troubleshooting Guide





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(continued from previous Page)



For any other Faults call an approved Cromptons Distributor (details of the UK Customer Service Department are given inside the Front Cover)



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8. Routine Maintenance

8.1 Daily Inspection

1. Switch the machine 'ON'.
2. Visually check that the machine is clean inside and out and that all lamps are working.
3. Open the Coin Entry Doors and visually check that there are no Coins jammed in the Coin Entries. Visually check the Coin Reject Trays and empty if necessary.
4. Check that all Swipe Card Systems are functioning.
5. Check that the playfield is correctly set-up with Coins. Do not attempt to change a playfield which has already been set-up.

If any problems are found, refer to "Troubleshooting Guide".



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9. Maintenance Tasks

WARNING:

- 1) MAINTENANCE AND REPAIR WORK SHOULD ONLY BE CARRIED OUT BY SUITABLY SKILLED AND TRAINED PERSONS.
- 2) SWITCH OFF AND DISCONNECT ELECTRICAL POWER SUPPLY BEFORE WORKING ON THE MACHINE. NOTE THAT MAINS SUPPLY VOLTAGES ARE USED BEHIND THE COIN ENTRY DOORS AND THE PAYOUT DOORS.

CAUTION:

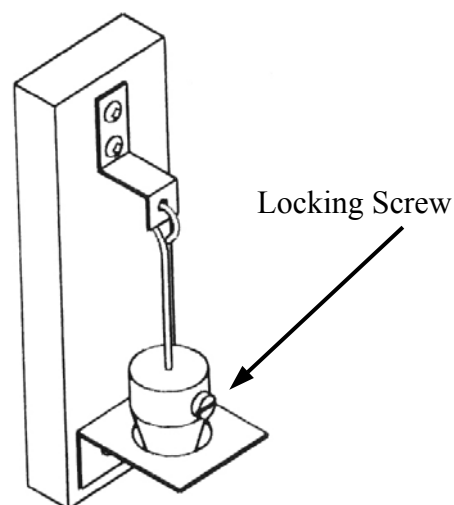
- 1) When touching any PCBs or their component parts, take full anti-static precautions at all times, or else electronic components may be damaged.
- 2) Note the orientation of all PCBs and their connectors before removal, to ensure correct reconnection.
- 3) After installation or assembly, test any affected parts for correct function before use.

9.1 Tilt Mechanism Adjustment

The machine is protected by three different tilt mechanisms - the Tilt Bob, the Slam Tilt and the Intelligent Tilt™. The settings of each can be adjusted to alter their sensitivity.

Please note that these settings are critical to ensure game play – they must be set sensitively enough to protect the machine, but if they are set too sensitively, game play will be adversely affected.

9.1.1 TILT BOB MECHANISM ADJUSTMENT.



The Tilt Bob is housed in the Top Sign, and can be reached by removing one or more Display Panels. It operates under gravity by making contact between the metal frame and the free-swinging bob if the machine is tilted beyond a pre-determined angle.

To set the tilt angle, loosen the Locking Screw on the side of the bob. The bob can then be moved up the shaft to increase the operating angle or down the shaft to decrease the angle. Ensure that the Locking Screw is tightened following adjustment.

Figure 6 Tilt Bob Mechanism



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9.1.2 INTELLIGENT TILT™ ADJUSTMENT

The piezo-electric sensors and associated PCBs are secured to the underside of the Win Chutes.

The sensitivity of the Intelligent Tilt mechanism can be adjusted by turning the potentiometer VR1 on the Intelligent Tilt PCB.

Turning the potentiometer anti-clockwise increases sensitivity, and turning it clockwise decreases sensitivity.

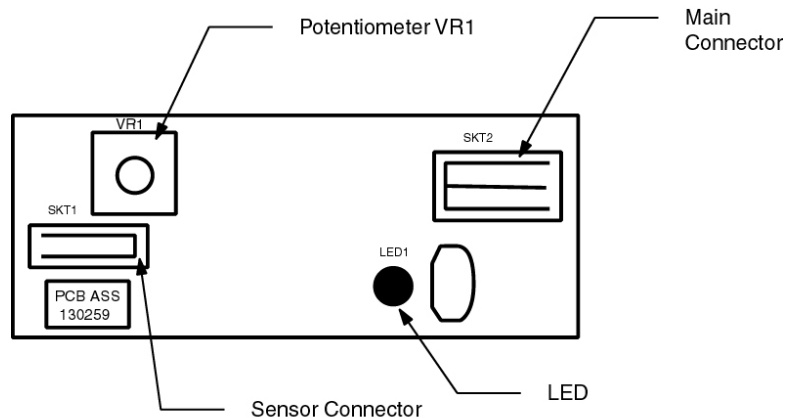


Figure 7 Intelligent Tilt Assembly

To test for correct function:

1. Remove the Glass Door from the Play Section.
2. Position a coin at the edge of the Playfield, as far away from the Coin Fall Detector as possible (to check for maximum sensitivity).
3. Gently push the coin over the edge so that it drops into the win chute, as it would do in normal play.
4. As the coin enters the win chute, visually check that the LED on the PCB lights, indicating that the coin has been detected. This will not cause the alarm to sound.
5. If the LED does not light, turn the potentiometer anti-clockwise slightly and repeat the test.

9.1.3 SLAM TILT ADJUSTMENT

The Slam Tilt Switches comprise an adjustable switch with a weight mounted on a sprung arm.

The switch operates if the machine is struck with enough force to move the weight and close the electrical contacts.

Tightening the Adjusting Screw reduces the gap between the contacts and makes the switch more sensitive.

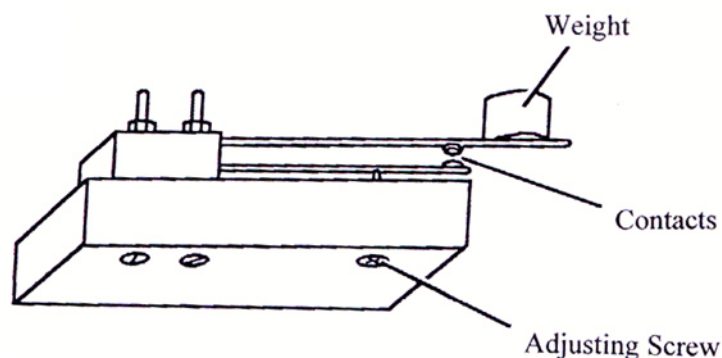


Figure 8 Slam Tilt Mechanism



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9.2 Top Sign Level

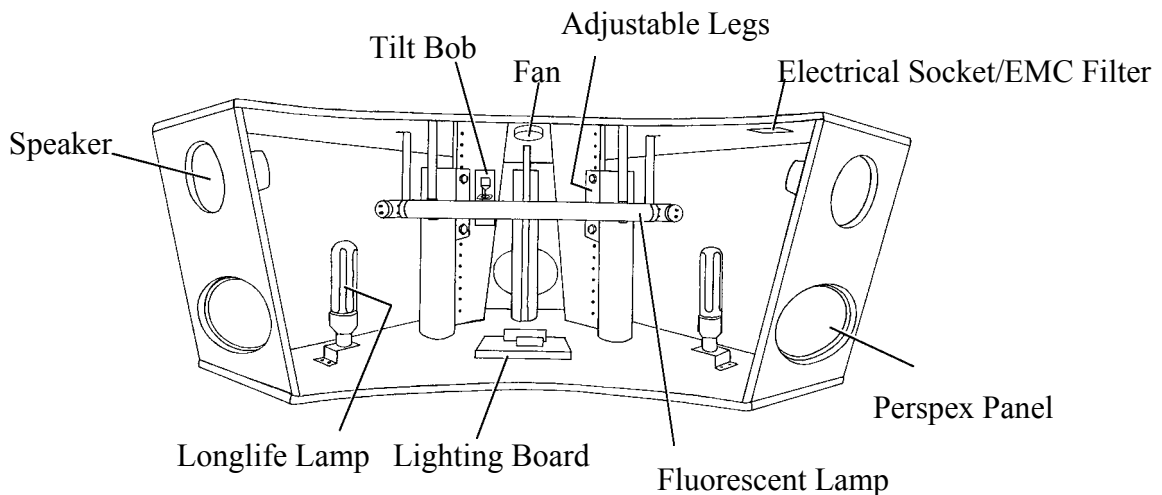


Figure 9 - Top Sign

The Top Sign houses the following replaceable parts: Cooling Fan, Tilt-bob Assembly, 3 Speakers, 3 Display Panels, 3 Long life Lamps, 3 Fluorescent Lamps (with a Lighting Board for each) and the Top-feed Electrical Supply Socket/EMC Filter. The Long life Lamps can be changed by removing the Perspex panel on the adjacent End Panel, secured by 2 screws. To access any of the other parts, disassemble the Top Sign as described below. The Top Sign is mounted on 3 hollow, metal legs which are secured to the top of the Coin Entry casing. The Tilt-Bob mechanism will trigger an alarm and deactivate the payout system if the machine is rocked or nudged. To ensure the security of the game it is essential that this tilt is set accurately (see "Tilt Bob Mechanism Adjustment").

9.2.1 TOP SIGN DISASSEMBLY AND ASSEMBLY

1. Switch 'OFF' and disconnect the electrical supply.
2. Remove 1 of the 3 plastic end caps. To gain access to the end panel securing screws, remove the 2 screws from the top trim moulding, adjacent to the end panel. Repeat for the lower trim moulding.
3. Remove the end panel, attached by 4 screws, allowing the adjacent Display Panels to be removed.
4. Remove one of the Display Panels, by sliding out of it's locating slots.
Note: Any of the replaceable parts listed under Heading **9.2** can be removed by unplugging electrical leads and removing attachment screws.
5. Assembly is a reversal of the Disassembly procedure.



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9.2.2 TOP SIGN HEIGHT ADJUSTMENT

The height of the Top Sign Assembly can be adjusted to 1 of 5 set levels. It is recommended that a minimum of two people are used for this operation, using appropriate wooden support blocks.

1. Disassemble the Top Sign (see **9.2.1**) and remove all 3 Display Panels.
2. Support the Top Sign using wooden blocks and remove the 6 screws and nuts securing the Top Sign to the 3 support legs.
3. Raise or lower the Top Sign Assembly to the required position, align the screw holes and refit the screws and nuts.
4. Assemble the Top Sign (see **9.2.1**).

9.2.3 TOP SIGN REMOVAL & INSTALLATION

The Top Sign assembly can be completely removed if required, for example to facilitate moving the machine where height is restricted.

1. Switch 'OFF' and disconnect the electrical supply.
2. Open No's 1,3 and 5 Coin Entry Doors (adjacent to the 3 Top Sign support legs).
Note: To remove the No 1 Section nut, first unplug the electrical leads and remove the 2 securing screws from the PSU Housing Control Panel. Swing open the Panel, and the nut is accessible through a hole in the top of the PSU Housing.
3. Reaching through the Coin Entry Doors, unplug the electrical leads, and remove the 3 x M8 nuts securing the Top Sign assembly.
Note: It is recommended that a minimum of 4 people are used for the next operation – 3 to lift the Top Sign Assembly and 1 to feed the electrical leads through the leg.
4. Lift the Top Sign Assembly clear of the machine and remove, feeding the electrical leads through the tubular leg.
5. Installation is a reversal of the removal procedure.



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9.3 Coin Entry Level

9.3.1 GENERAL COMPONENT REMOVAL

WARNING:

MAINS VOLTAGES ARE USED WITHIN THE PSU HOUSING. TO AVOID THE RISK OF INJURY, ISOLATE THE MAINS ELECTRICAL SUPPLY BEFORE OPENING THE CONTROL PANEL.

All replaceable components at this level can be reached through the Coin Entry doors and, if required, through the hinged ends of the PSU Housing (Control Panel end and Back Panel).

A flashing Lamp Driver PCB drives the flashing Lamp Display; both units are built into the hinged Coin Entry door. The Swipe Card System is also fitted to the Coin entry door and when there is sufficient quantity of coins in the Change Hopper the Swipe Card Display Prompts the user that it is in service.

The Play Section number is printed on the Coin Entry Chute Assembly.

A set of 2 or 3 Coin Meters record the number of Coins entered into play, and the number of Coins of tickets paid out.

The Control Panel is located behind the No 1 section Coin Entry Door. The panel forms one surface of the PSU housing which is an earthed, metal casing, enclosing the Mains voltage components of this level.

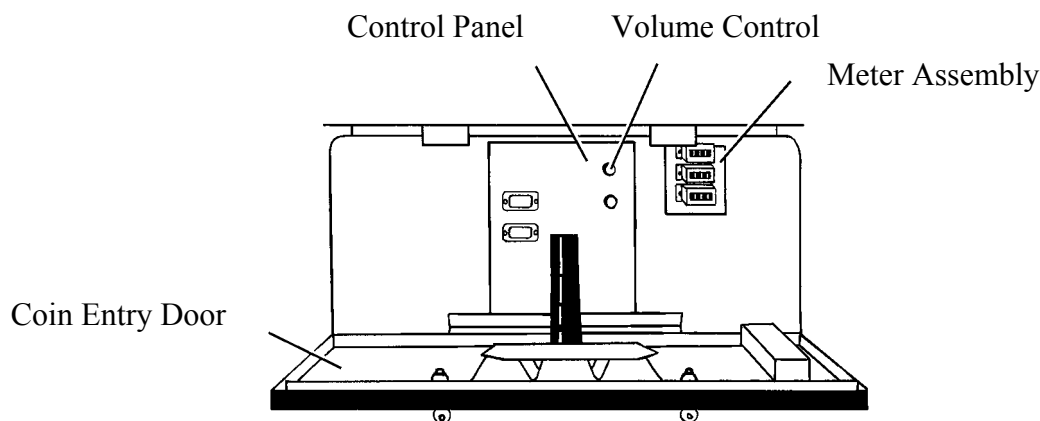


Figure 10 – Coin Entry Door (No 1 Play Section)

The Main Control PCBs are attached to the outer surface of the PSU Housing.

The Control Panel and the Back Panel (located at the opposite end of the PSU Housing) are hinged to allow access to the inside of the PSU Housing.



OPERATOR'S MANUAL

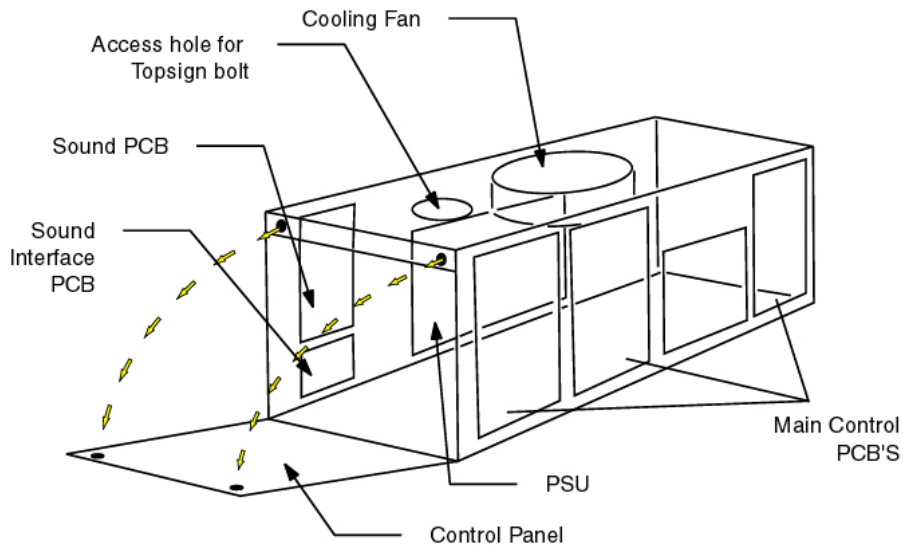


Figure 11 - PSU Housing

The six Main Control PCB's (1 per play section) are attached to the outer surface of the PSU Housing (Figure 11). The Control Panel and the Back Panel (located at the opposite end of the PSU housing) are hinged to allow access to the inside of the PSU Housing.



OPERATOR'S MANUAL

9.4 Playfield Level and Pin Perspex Assembly

The Playfield is illuminated by Halogen lamps the 18 upper lamps being of 20W power rating, and the 6 lower lamps being of 35W.

CAUTION:

When replacing Halogen lamps, it is essential that the correct power lamps, specified in the Parts List are used, or the electrical system may be overloaded.

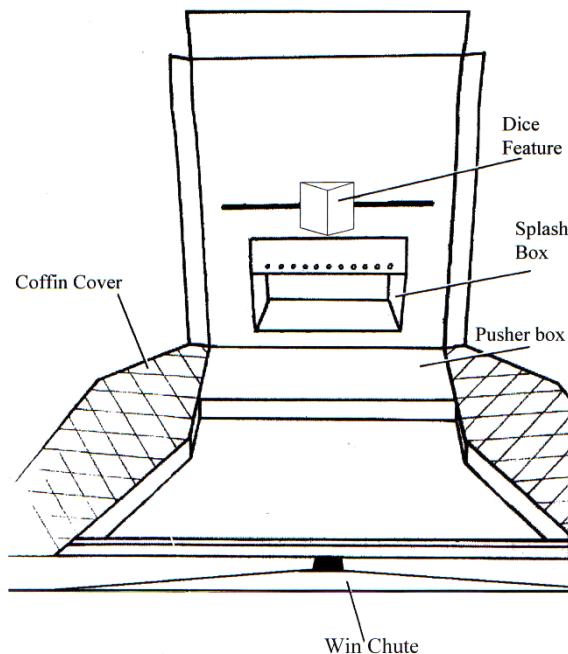


Figure 12 - Playfield

The removable Glass Doors are each secured by a single lock.

The removal of one or more of the Pin Perspex assemblies is required in order to access the Playfield Motor and Pusher Box Linkage and the upper Halogen Lamp Transformers. It may also be necessary to remove a Pin Perspex assembly in order visually to check the function of some components.



OPERATOR'S MANUAL

9.4.1 PIN PERSPEX ASSEMBLY REMOVAL AND INSTALLATION

1. Switch off and isolate the electrical supply.
2. Remove the Glass Door, and empty the Splash Tray of Coins – keep the Coins so they can be put back.

CAUTION

The vertical covers are secured by sprung steel fasteners, and can be removed by carefully pulling them away from the Pin Perspex assembly, taking care not to scratch the Perspex.

3. Remove the vertical metal covers from both sides of the Pin Perspex panel.
4. If the Pin Perspex is to be disassembled after removal, record the gap between the bottom surface of the Front Panel and the top surface of the playfield Pusher Box below. This will have to be re-set after installation.
5. Open the Coin Entry Door and remove the two M4 screws securing the top of the Pin Perspex Assembly.
6. Remove the Pin Perspex Assembly by lifting and swinging out the bottom edge first.

WARNING:

DURING THE FOLLOWING CHECK, TO AVOID INJURY KEEP ALL PARTS OF THE BODY CLEAR OF ALL MOVING PARTS AND ELECTRICAL COMPONENTS.

7. If the Pin Perspex is being removed to test the correct function of PCB LEDs or the motor linkage, support it in a stable and upright position well clear of the Pusher Box, taking care not to strain the electrical cables. Power can now be temporarily switched 'ON' to carry out the required checks. Switch 'OFF' and disconnect the power before re-installation.
8. If removing the Pin Perspex completely, remember to first disconnect the electrical leads.
9. Installation is the reversal of the removal procedure.

CAUTION: TAKE CARE NOT TO OVER TIGHTEN THE SCREWS OR THE PERSPEX PANEL MAY BE DAMAGED.

Note: The Front Panel is attached by slotted screw-holes to allow the gap between it and the Pusher Box to be adjusted for different Coin sizes.

10. Adjust the gap between the Front Panel and the Pusher Box to that measured during disassembly. Tighten the securing screws.
11. After installation, refill the Splash Tray with the same number of Coins removed during disassembly (unless the Main Control PCB has been replaced – in this event, do not refill the Splash Tray).



OPERATOR'S MANUAL

9.4.1.1 Pin Perspex Disassembly and Assembly

1. Remove the Pin Perspex Assembly from the machine (see **9.4.1**).
2. Remove the Splash box guard, secured by 2 crosspoint screws (Figure 14).
3. Disassemble and remove the Splash Unit (see **9.4.4**).
4. Remove the securing screws and remove the Front Panel and Perspex bar.
5. If required, remove any remaining parts attached to the Back Panel.
6. Assembly is a reversal of the Disassembly procedure.

Note: **The Front Panel cannot be adjusted until it is installed in the machine, so the securing screws should not be fully tightened during assembly.**

9.4.2 SPLASH UNIT DISPLAY REPLACEMENT

1. Switch off and isolate the electrical supply.
2. Remove the glass door from the play section.
3. Remove the 2 crosspoint screws securing the Splash Unit Display Cover and then remove the 2 hexagonal retaining nuts securing the Display PCB.
4. Unplug the electrical connector from the rear, and remove the Display.
5. Installing the new Display is a reversal of the removal procedure.

9.4.3 SPLASH UNIT DISASSEMBLY & ASSEMBLY

1. Remove the Pin Perspex Assembly from the machine (see **9.4.1**).
2. Unplug the electrical connector from the rear of the Splash Unit Display PCB and feed the connector and lead through to the rear of the Pin Perspex. Unplug the other end of the lead and remove.
3. Lift the front of the Splash Tray approximately 2cm (1in) to disengage the horizontal mounting bar. Swing the front downwards, disengage from the Splash Tray actuating arm and remove.
4. Remove the 4 x M4 nuts, bolts, spacers and washers securing the Splash Unit to the Pin Perspex.
5. Disconnect the electrical connectors and remove the Splash Unit.
6. Assembly is a reversal of the removal procedure.
7. Install the Pin-Perspex Assembly (see **9.4.1**)



OPERATOR'S MANUAL

9.4.4 SPLASH UNIT MOTOR REPLACEMENT

1. Remove the Pin Perspex Assembly from the machine (see 9.4.1)
2. Loosen the grubscrew securing the motor driveshaft to the operating cam.
3. Remove the 3 screws securing the motor.
4. Disconnect the electrical connectors (after noting how they are connected) and remove the Motor.
5. Installing the new Motor is a reversal of the removal procedure. Use “Loctite 242” or equivalent threadlocking adhesive on the grubscrew threads, and engage the grubscrew on the flat spot on the driveshaft.

Note: The new Motor should be supplied with a flat spot machined onto the driveshaft, to engage the grubscrew. If this is missing, cut a flat spot on the driveshaft, using the old Motor as a pattern.

6. Install the Pin-Perspex Assembly (see 9.4.1)

9.4.5 LINEAR SLIDER MOTOR REPLACEMENT

1. Remove the Pin Perspex Assembly from the machine (see 9.4.1).
2. Press the Belt Tensioner (Figure 16) to slacken the belt, and remove the belt from the pulley and Slider Bracket. Visually check that the belt is in good condition.
3. Loosen the grubscrew securing the motor driveshaft to the Drive Pulley, after making the position of the Pulley relative to the driveshaft. Remove the Drive Pulley.
4. Remove the 2 screws securing the Motor.
5. Disconnect the electrical plug from the Linear Slider PCB and remove the Motor.
6. Installing the new motor is a reversal of the removal procedure. Use “Loctite 242” or equivalent threadlocking adhesive on the grubscrew threads, and engage the grubscrew on the flat spot on the driveshaft. Ensure that the Drive Pulley is aligned with the Driven Pulley.

Note: The new motor should be supplied with a flat spot machined onto the driveshaft, to engage the grubscrew. If this is missing, cut a flat spot on the driveshaft, using the old motor as a pattern.

7. Install the Linear Slider Belt (see 9.4.7)
8. Install the Pin Perspex Assembly (see 9.4.1)



OPERATOR'S MANUAL

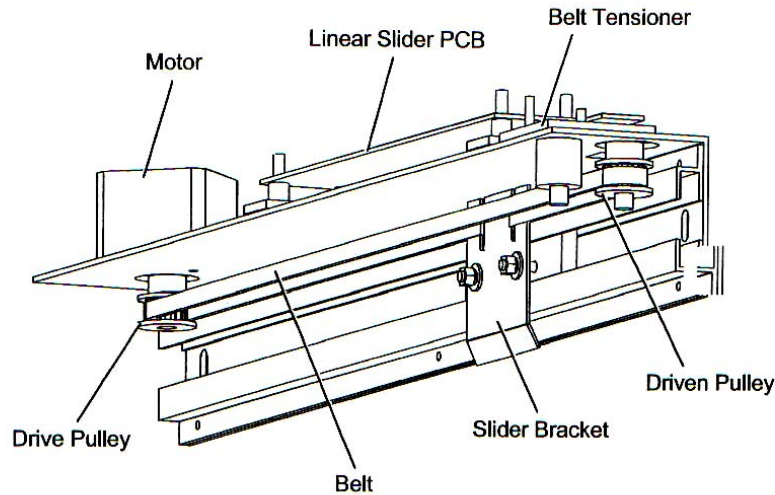


Figure 13 - Linear Slider

9.4.6 LINEAR SLIDER BELT REPLACEMENT

1. Remove the Pin Perspex Assembly from the machine (see 9.4.1)
2. Press the Belt Tensioner to slacken the belt, and remove the Belt from the pulleys and Slider Bracket.
3. Install the replacement Belt in the same way, ensuring that the Belt is positioned on the Slider Bracket so that it is aligned with the pulleys.
Note: The drive mechanism sets it's stroke by sensing the position of the slider bracket, so further set-up is not necessary.
4. Install the Pin Perspex Assembly (see 9.4.1)

9.4.7 LINEAR SLIDER PCB, COIN ENTRY PCB AND SPLASH UNIT COIN SENSOR PCB REPLACEMENT

For these PCB's, replacement is by moving fasteners and electrical connectors, after first removing the Pin Perspex Assembly for access. Test for correct function after replacement.



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9.4.8 PLAYFIELD MOTOR REPLACEMENT

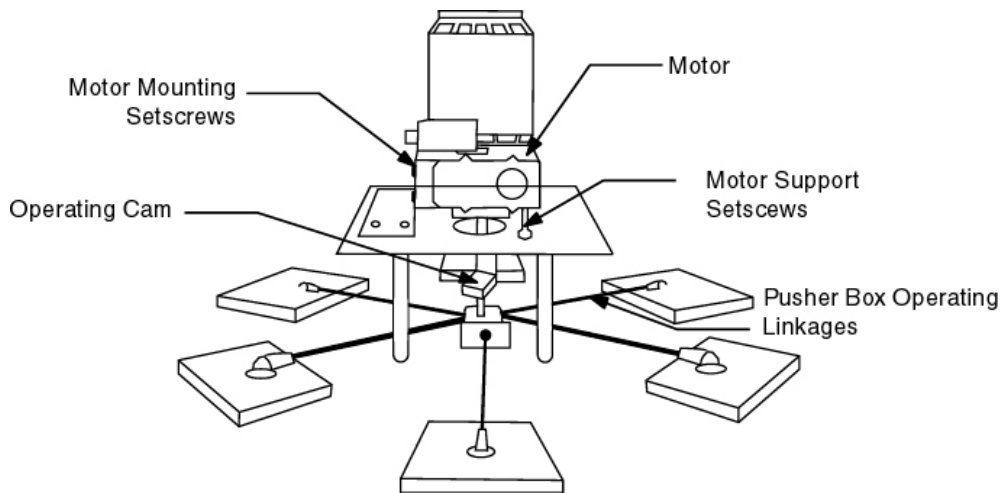


Figure 14 Playfield Motor and Linkage

1. Remove the Pin Perspex Assembly from the No 6 Play Section.
2. Loosen both grub screws attaching the motor driveshaft to the operating cam.
3. Disconnect the earth lead from the Motor and disconnect the Motor power leads at the connector block.
4. Mark the positions of the four M6 Motor Mounting Setscrews accurately, relative to the Motor Mounting Plate.

CAUTION:

The motor is steadied by two Support Setscrews. These are set-up during manufacture and should not be adjusted by the user.

5. Remove the four M6 Motor Mounting Setscrew, and remove the Motor.
6. Visually check the Motor mounting brackets for signs of stress or fracture.
7. Installing a new Motor is the reverse of the removal procedure. Use “Loctite 242” (or equivalent) threadlocking adhesive on the grub screw threads, and ensure that one of the grub screws is engaged in the locking slot cut in the driveshaft while the other grub screw is tightened against the shaft.
8. Install the Pin Perspex Assembly (see 9.4.1).



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9.5 Payout Level

A self-contained, modular Tray Assembly is located behind each removable Payout door, below the coin chutes. The Tray can be easily removed from the machine for maintenance, after disconnecting the electrical connectors. A variety of Diverter, Ticket Dispenser and Coin Hopper combinations can be mounted on the tray, depending on the particular configuration required. These items of equipment may use either 12V or 24V (or both).

A Payout Distribution PCB is mounted directly to the baseboard. The PCB distributes 12V and 24V power onto the Ticket Dispenser and Payout Hopper. Two LED's are built into the PCB adjacent to the two fuses. LED1 illuminate if the 24Volt Supply is functioning and the fuse is in tact. LED2 acts in a similar way for the 12Volt Supply. If the appropriate LED's are not illuminated, first check the adjacent fuse.

CAUTION: When re-connecting the electrical connectors on the Payout Distribution PCB, ensure that the plugs are attached to the correct sockets – these are clearly marked on the PCB. Failure to do so can result in spurious payouts being made.

An Intelligent Tilt Assembly is bonded to the bottom surface of each Win Chute (Figure 2) and signals when a coin falls into the Chute. A mechanical Slam Tilt Assembly is attached to the inside of the GRP frame and sets off an alarm if the machine is struck. See “Tilt Mechanism Adjustment”, for further details.

If Payout Hoppers or Ticket Dispensers become empty during a payout, pressing the Reset Button on the Main Control PCB (Figure 10) after refilling will cause any unpaid tickets/coins to be paid out.

Depending on the type or payout system supplied, one of the following combinations of payout units will be installed.



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9.5.1 TICKET PAYOUT MACHINES

A Coin Count Hopper and a Ticket Dispenser are installed in these machines. After being counted, the Coins won from the playfield pass from the Count Hopper directly into the Cashbox. The corresponding number of tickets are fed from the Dispenser through a slot in the Payout Door. In addition to the above, a Change hopper is fitted which when the swipe card system is operated gives coins to play the machine with.

9.6 Cashbox Level

At the very bottom of the machine (at Play Sections 1 and 4) are two removable Cash Box doors, each with a single lock. The lock supplied is of type 675 - for security reasons this lock is different to all the others. The two Cash Boxes collect all the coins that are not paid out. The bottom electrical power socket is located at Play Section No 6.

9.7 Miscellaneous Tasks

9.7.1 LOCK REPLACEMENT

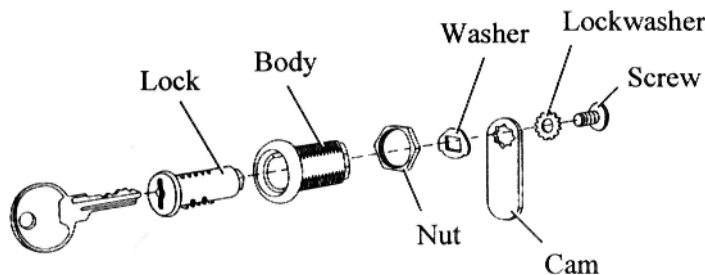


Figure 15 Lock and Cam Assembly

All the locks on the machine can be replaced as follows:

1. Before removal, note the alignment of the Key and Cam in relation to the door/panel and to the lock body.
2. Remove the Screw.
3. Remove the Cam, Lockwasher and plain Washer.
4. Undo the 22mm securing Nut.
5. Remove the Lock and Body.
6. Installation is the reverse of Removal. Ensure that the lock assembly is aligned, as noted before removal.



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9.7.2 MAINS FUSE REPLACEMENT

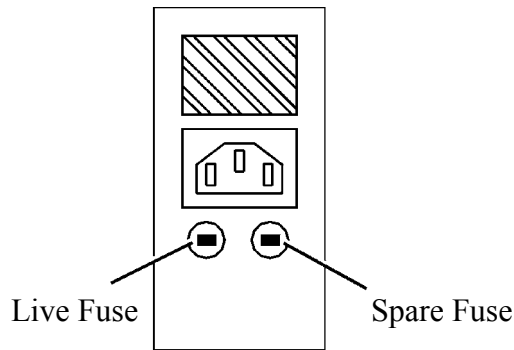


Figure 16 - Fused Electrical Mains Socket

WARNING:

ENSURE THAT THE MAINS POWER IS SWITCHED OFF AND ISOLATED BEFORE CHANGING A FUSE.

Two power supply sockets are installed – one unfused socket located on the top surface of the Top Sign and the (preferred) fused socket located at the Cashbox Level at play section No 6. Two fuse-holders are located on the fused socket. The left hand fuse-holder contains the “Live” fuse and the right hand holder contains a spare fuse.

1. Switch the machine OFF and isolate the Mains Power Supply.
2. Using a screwdriver, or the edge of a suitably sized Coin, unscrew the fuse holder and remove the fuse.
3. Replace the faulty fuse with a new one and refit the fuse holder.
4. If the spare fuse has been used, ensure that it is replaced at the earliest opportunity.



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9.7.3 HALOGEN LAMP TRANSFORMER REPLACEMENT

The low-voltage Halogen lamps illuminating the Playfield are powered by transformers. Each transformer has a transformer PCB, which acts as an interface between the power supply, the transformer and the lamps. Each transformer PCB is equipped with 4 anti-surge fuses. The Upper Transformers supply the 18 x 24W upper playfield lamps, and are located behind the Pin Perspex panels. The Lower Transformers supply the 6 x 35W lower playfield lamps and are located at the centre of the machine at the Payout level. These are accessible through the Payout Doors.

1. Switch the machine OFF and isolate the mains power supply.
2. Lower Transformer only – Remove the No 1 play section Payout Door. Remove the No 1 play section Payout Door. Remove the Payout base and associated Ticket Dispenser/ Coin Hopper assembly, after disconnecting electrical connectors. Upper Transformer only – Remove the No 1 section Pin Perspex Assembly (see **9.4.1**).
3. Disconnect the electrical wiring from the transformer, after labelling the wires.

CAUTION:

Upper transformers only - support the weight of the transformer during removal.

4. Remove the securing bolt from the Transformer, and remove the Transformer.
5. Installation is a reversal of the removal procedure.



OPERATOR'S MANUAL

10. Technical Data

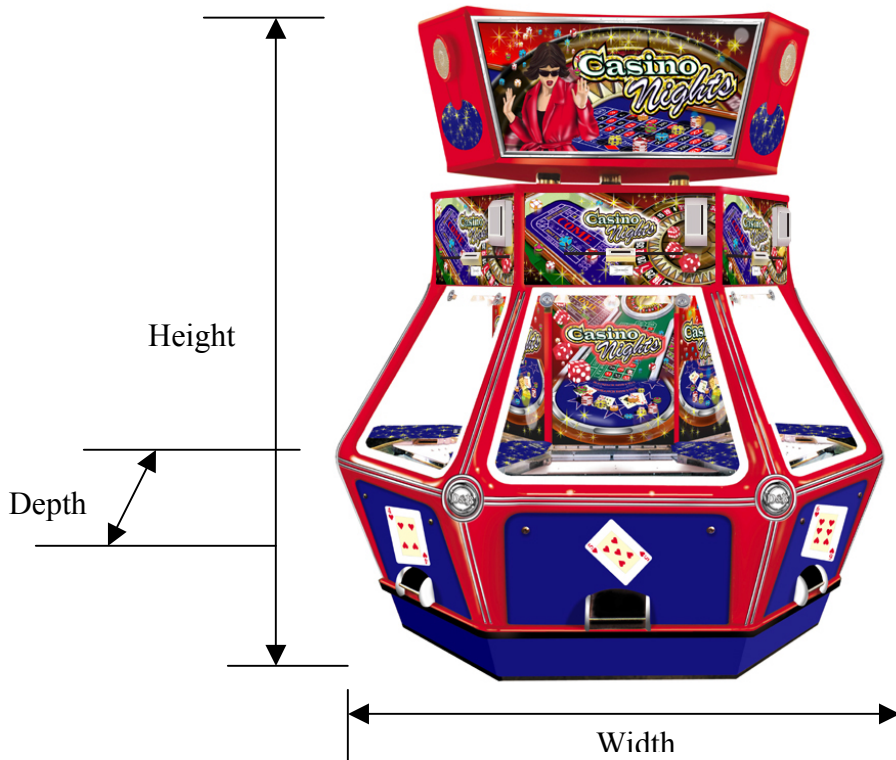


Figure 17 - Dimensions

Uncrated machine

Max. Height (Top Sign at Maximum height)	229cm	90.2in
Min. Height (Top Sign at Minimum height)	212cm	83.5in
Min. Height (Top Sign Removed)	159cm	62.6in
Max. Width	190cm	74.8in
Min. Width	166cm	65.4in
Weight (empty)	440Kg	968lb

Crated for Shipping

Height	230cm	90.6in
Max. Width	199cm	78.4in
Min. Width	176cm	69.3
Weight (empty)	670Kg	1,474lb

Fuse Rating

Main Fuse 8Amp



OPERATOR'S MANUAL

11. Spares List

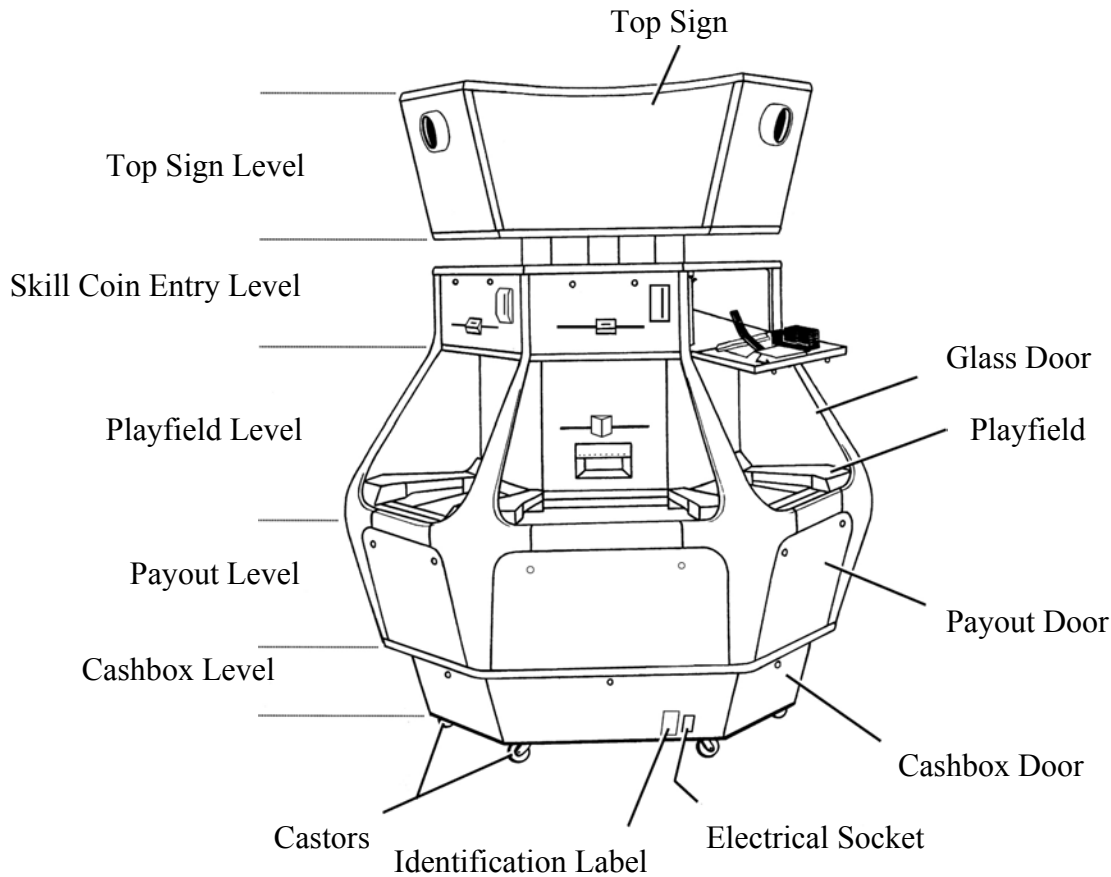


Figure 18 - Parts List: Casino Nights Machine

Spare parts for this machine may be obtained from an approved Crompton's Distributor. See inside the front cover of this manual for information on our UK Customer Services Department.

When ordering parts, please specify the following information:

- Name of machine and Serial Number, as written on the machine identification label.
- Issue number of this manual (inside front cover).
- Name and Part Number of the item (from this Parts List).
- Any additional information, e.g. Voltage, colour, etc.



OPERATOR'S MANUAL

This Parts List contains all the spares which it is anticipated might be required during the normal course of operations. Please note that:

- Indented parts – If a Part Name is indented, this is to show that it is a component of the next higher non-indented part/assembly that it immediately follows. Several levels of indentation can occur.
- Quantities – The quantities of indented parts refer to the quantity of parts per assembly, not per machine.
- Wherever possible, PCB's are marked with a manufacturer's and/or a Cromptons Part Number.
- The Parts List is divided into 9 sections, each headed by at least one numbered Figure (e.g. "Figure Parts 1 – Top Sign"). Each part is uniquely referenced by the Figure number and the Item number.
- See Page 3 of this manual for a list of abbreviations.



OPERATOR'S MANUAL

11.1 Top Sign Level

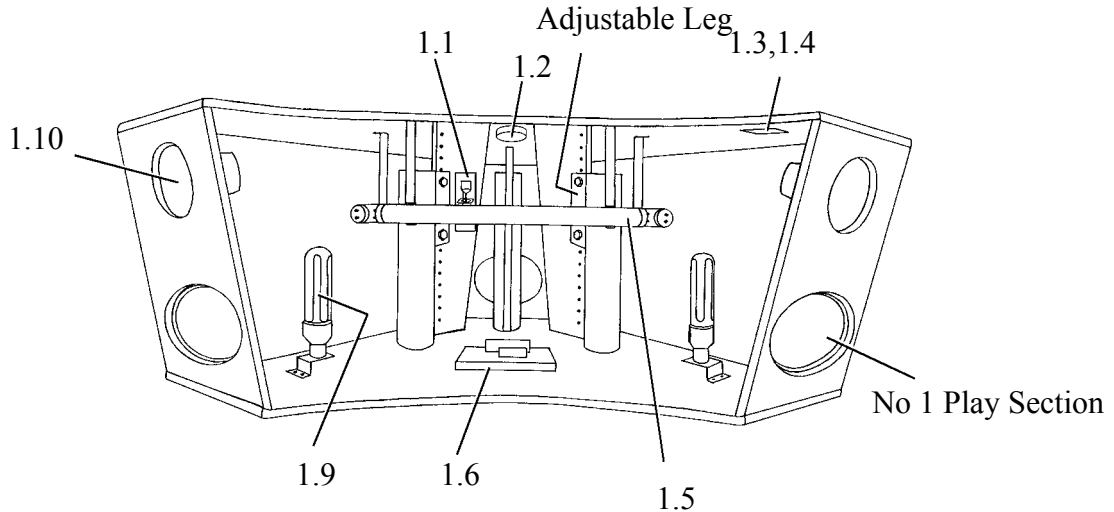


Figure Parts 1 - Top Sign

Item	Part Name	Qty.	Part No.
1.1	TILT BOB ASSEMBLY	1	130445
1.2	Cooling Fan Unit, 110V, DP201A	1	130397
1.3	Electrical Supply Mains Filter PCB(B0216)	1	130508
1.4	Power Supply Socket	1	130555
1.5	Fluorescent Tube, 40W, 2ft	3	100006
1.6	Lighting Board Assembly, 40W, 110V	3	9101914
1.7	<ul style="list-style-type: none"> • Choke 40W, 110V 	1	100098
1.8	<ul style="list-style-type: none"> • Starter 4-80W (S10)(Same as 1.8A) 	1	100050
1.9	Longlife Lamp, Threaded 20W, 110V	3	100117
1.10	Speaker	3	130551
1.11	Speaker Grill	3	130273
1.12	Sticker, Top Sign End Panel	3	0501686



OPERATOR'S MANUAL

11.2 Coin Entry Level

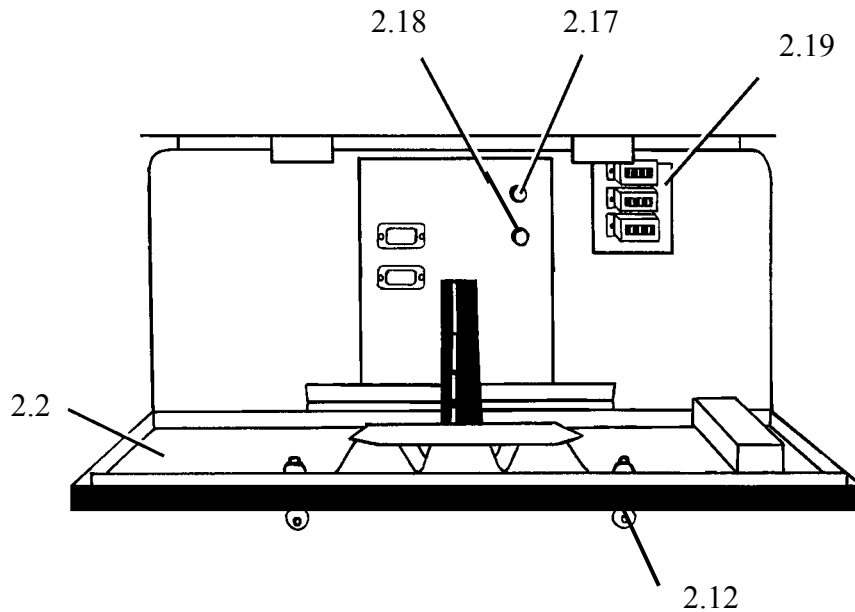


Figure Parts 2 - Coin Entry Level

Item	Part Name	Qty.	Part No.
	Door Without Coin Changer		
2.1	Coin Entry Door Assembly	6	9103437
2.2	<ul style="list-style-type: none"> • Perspex Display Panel, Coin Entry Door 	1	0502878
2.9	<ul style="list-style-type: none"> • Label, Coin Entry Currency (“25x Play”) 	1	050119
2.10	<ul style="list-style-type: none"> • Coin Entry Chute unit 	1	190931
2.11	<ul style="list-style-type: none"> • Coin Entry Slot 	3	190642
2.12	<ul style="list-style-type: none"> • Lock & Key Unit, Type 550 	2	080033
2.13	<ul style="list-style-type: none"> • Cam, Lock 4-25mm 	2	080028
2.17	Volume Control	1	130371
2.18	On/Off Switch, 3 way	1	130557
2.19	Meter Assembly PCB (B0228)	6	130542
2.20	<ul style="list-style-type: none"> • Meter Unit 	2/3	130147
2.21	<ul style="list-style-type: none"> • Plastic Fastener, Meter Unit 	6	150598
2.22	PCB Mounting Pillar, Meter Assembly PCB	24	130288



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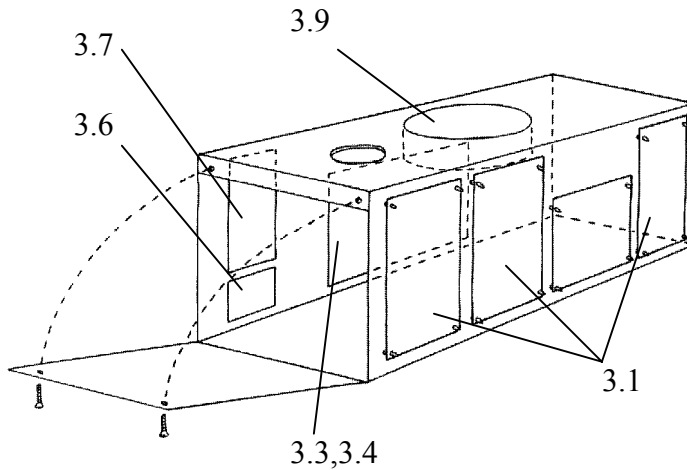


Figure Parts 3 - PSU Housing Assembly

Coin Entry Level (continued):

PSU Housing Assembly

Item	Part Name	Qty.	Part No.
3.1#	Main Control PCB (FL0363)	6	130608
3.2	Pillar, Main Control PCB (RS220-816)	36	130414
3.3	PSU, mains voltage to 12V	1	130553
3.4	PSU, mains voltage to 24V	1	130554
3.5	PCB Mounting Pillar, PSU (RS220-816)(Same as 3.2)	28	130414
3.6#	Sound Interface PCB (FL0335)	1	130513
3.7#	Sound PCB (FL0265)	1	130452
3.8	PCB Mounting Pillar S&SI/F (Same as 3.2)	8	130414
3.9	Cooling Fan Unit, 110V	1	130571

(# - To order, please also specify the code number from the software chip label)



OPERATOR'S MANUAL

11.3 Playfield Level

Item	Part Name	Qty.	Part No.
4.1	Glass Door Assembly	6	9103425
4.2	• Lock & Key Unit (Same as 2.9)	1	080004
4.3	• Cam, Lock 4-25mm (Same as 2.10)	1	080028 ^{4.4}
4.4	Playfield Divider Panel	6	0501358
4.5	Pin Perspex Vertical Divider Assembly	6	9102308
4.6	Halogen Lamp Transformer, 200W	2	130579
4.7	Halogen Lamp Transformer PCB (B0233)	2	130625
4.8	• Fuse, 20mm x 5mm, 3.15A anti-surge	1	100049
4.9	• Fuse, Spade, 7.5A anti-surge	3	130626
4.10	PCB Mounting Pillar, HLT PCB (Same as 3.2)	8	130414
4.11	Halogen Lamp Distribution PCB (PCB0209)	8	130501
4.12	Halogen Lamp, Top, 12V, 20W 36/38 degree	18	100110
4.13	Halogen Lamp, Bottom, 12V, 35W, 36/38 degree	6	100137
4.14	Electric Motor and Pusher Box Driver Assembly, 110V	1	9101913
4.15	• Playfield Electric Motor, 20rpm, 110V	1	010113



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Pin Perspex Assembly:

Item	Part Name	Qty.	Part No.
6.1	Pin Perspex Assy	6	9103420
6.2	• Pin Perspex Panel, Feature	1	0502880
6.3	• Perspex Front Panel, Feature	1	0502841
6.5	• Perspex Side Strip	2	0502855
6.6	• Perspex Coin Splash Scraper	1	0501282
6.8	• Coin Entry PCB (B0223)	1	130537
6.9	Linear Slider Assy	6	9103435
6.10	• Electric Stepper Motor, 12V	1	010121
6.11	• Pulley Belt	1	020032
6.12	• Spring, Belt Tensioner	1	110016
6.13	• Linear Slider PCB (PCB0200)	1	130437
6.14	• Splash Tray PCB (PCB0200)	1	130437
6.15	• Splash Tray Display Interface PCB (PCB0219)	1	130526
6.16	• PCB Mounting Pillar	16	090072
6.17	Splash Tray Drive Assy	6	9101950
6.18	• Electric Motor, 12V	1	010131
6.19	• Limit Switch	1	130530
6.20	• Coin Sensor Assy PCB (PCB0188)	1	130427
6.21	Splash Tray Assy	6	91013431
6.22	• Splash Tray Front (Perspex)	1	0501389
6.23	• Clear Plastic Insert ("T" Strip)	1	0501401
6.24	• Splash Tray Side, LH (Perspex)	1	0501388
6.25	• Splash Tray Side, RH (Perspex)	1	0501390
6.26	• Splash Unit Display PCB	1	130593
6.27	• Splash Unit Display Panel (Perspex)	1	0501371



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11.4 Payout Level

Item	Part Name	Qty.	Part No.
7.1C	Payout Door Assy (Ticket only Payout)	6	9103424
7.2	<ul style="list-style-type: none"> • Ticket Dispenser, 12V (Entropy) 	6	070125
7.3	<ul style="list-style-type: none"> • Lock & Key Unit 	2	080033
7.4	<ul style="list-style-type: none"> • Cam, Lock 4-45mm 	2	080027
7.5E	Payout Module Assy (Ticket only Payout)	6	9103430
7.11	Paytray Illumination PCB (B0236)	1	130576
7.12	Paytray Illumination Perspex Block	1	0501307
7.13	Count Hopper	6	070147
7.14	Payout Hopper	6	070184
7.15	Payout Distribution PCB (B0226)	6	130540
7.16	. Fuse, 20mm x 5mm Cartridge, 2A quick-blow	1	100048
7.17	. Fuse, 20mm x 5mm cartridge, 250mA quick-blow	1	130677
7.18	PCB Mounting Pillar, PD PCB (RS580-001) (same as Item 6.16)	30	090072
7.19	Peizo Impact Sensor & Lead (used as intelligent Tilt)	6	900179
7.20	Intelligent Tilt PCB (B0100) (Used as Intelligent Tilt)	6	130259
7.21	PCB Mounting Pillar, PD PCB (RS580-001) (Same as item 6.16)	12	090072
7.22	Peizo Impact Sensor & lead (Used as Slam Tilt)	6	900179
7.23	Mechanical Slam-Tilt Switch Assy	6	9101975
7.24	Hal. Lamp Transformer 200W	2	130579
7.25	Hal. Lamp Transformer PCB (B0233)	2	130625



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11.5 Cashbox Level

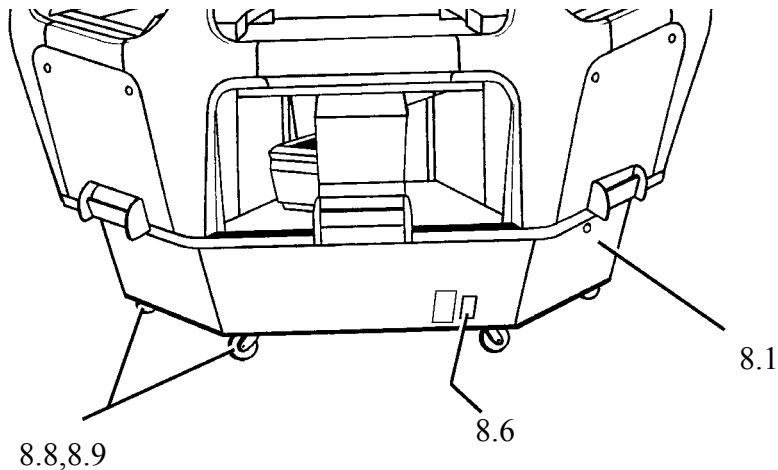


Figure Parts 4 - Cashbox Level

Item	Part Name	Qty.	Part No.
8.1	Cash Box Door	2	9103428
8.2	<ul style="list-style-type: none"> • Lock & Key Unit, Type 675 	1	080010
8.3	<ul style="list-style-type: none"> • Cam. Lock, 4-45mm (Same as 8.4) 	1	080027
8.4	Cash Box	2	0302569
8.5	Electrical Supply Mains Filter PCB (B0216)(Same as 1.3)	1	130508
8.6	Power Supply Socket, Fused	1	130283
8.7	Fuse, 20mm x 5mm, 8A anti-surge, 110V	1	130521
8.8	Wheel Unit, Swivel	3	060020
8.9	Wheel Unit, Brake	3	060021



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11.6 Recommended Minimum Spares Holding

Item	Part Name	Qty.	Part No.
1.5	Fluorescent Tube	1	100006
1.6	Lighting Board Assembly, 40W, 100V (alternative to item 1.6A)	1	9101914
1.9B	Longlife Lamp, 20W, 110V (alternative to item 1.9)	1	100117
2.12	Lock & Key Unit	1	080033
3.1	Main Control PCB (FLO363)	1	130608
3.2	PCB Mounting Pillar (RS220-816)	10	130414
4.8	Fuse, 20mm x 5mm Cartridge, 3.15A anti-surge	4	100049
4.9	Fuse, Spade, 7.5A anti-surge	4	130626
4.12	Lamp, Halogen 20W, 12V, 36/38°	3	100110
4.13	Lamp. Halogen 35W, 12V, 36/38°	2	100137
6.16	PCB Mounting Pillar (RS580-001)	10	090072
6.23	Clear Plastic Insert, Splash Tray (Splash Feature Versions only)	8	0501401
7.15	Payout Distribution PCB (B0226)	1	130540
7.16	Fuse, 20mm x 5mm cartridge, 2A quick-blow	4	100048
7.17	Fuse, 20mm x 5mm cartridge, 250mA quick-blow	4	130677
7.19	Peizo Impact Sensor & Lead	1	900179
7.20	Intelligent Tilt PCB (B0100)	1	130259
7.34	Fuse, 20mm x 5mm cartridge, Main 8A (alternative to item 9.8)	4	130521



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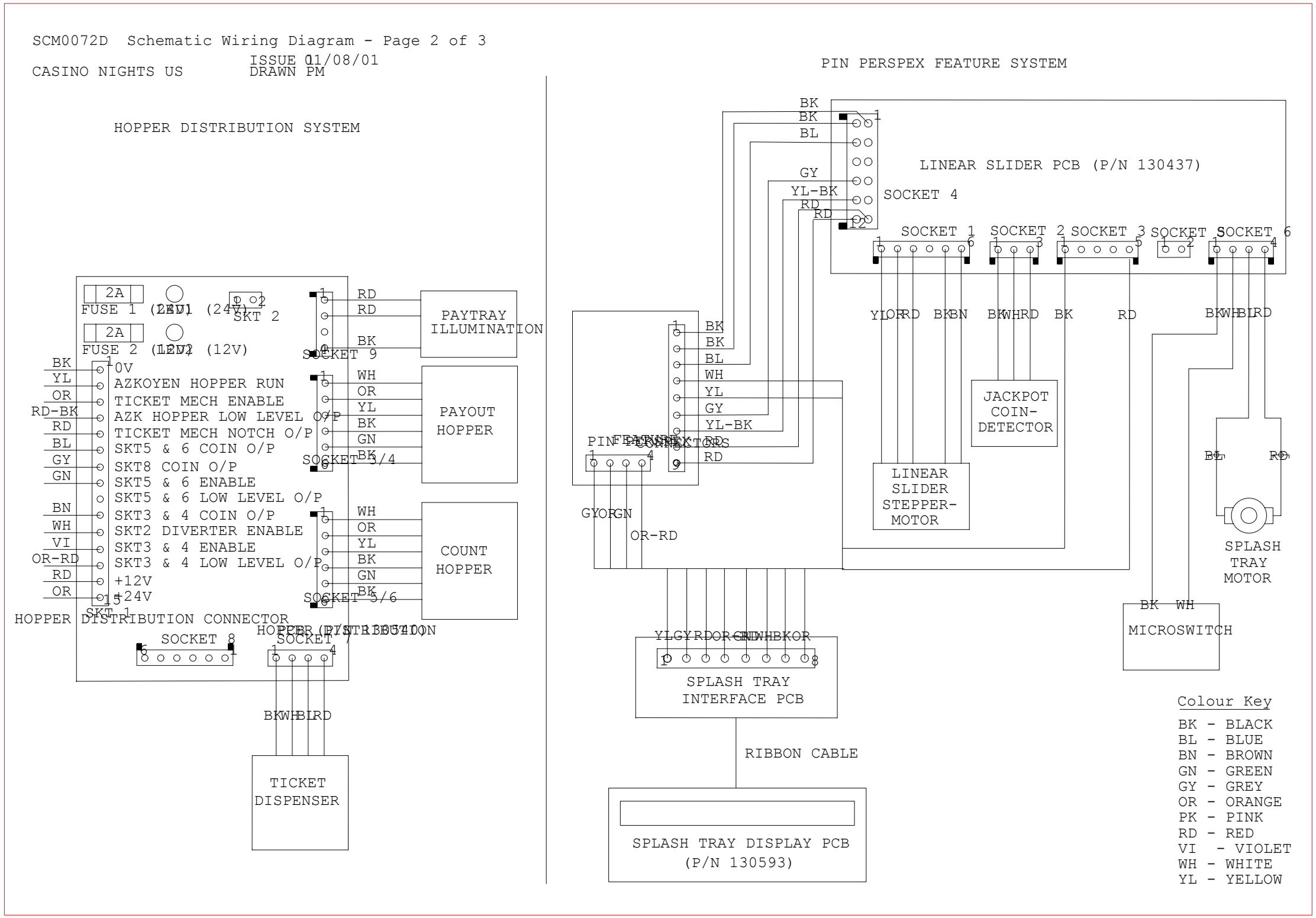
11.7 Recommended Spare Holding (In addition to Recommended Minimum Spares Holding)

Item	Part Name	Qty.	Part No.
2.18	On/Off Switch	1	130557
2.20	Meter Unit	1	130147
3.3	PSU, 12V	1	130553
3.4	PSU, 24V	1	130554
3.6	Sound Interface PCB (FL0335)	1	130513
3.7	Sound PCB (FL0265)	1	130452
4.6	Halogen Lamp Transformer, 200W (also item 8.30)	1	130579
4.7	Halogen Lamp Transformer PCB (B0233) (also 8.31)	1	130625
4.15	Playfield Electric Motor, 110V	1	010113
5.7	Coin Entry PCB (B0223)(also 6.7 & 7.7)	1	130537
6.18	Electric Motor, Splash Tray (Feature versions only)	1	010131
6.20	Coin Sensor PCB, Splash Tray (B0188)	1	130427
7.2	Ticket Dispenser	1	070125
7.13	Count Hopper	1	070147
7.14	Payout Hopper	1	070184



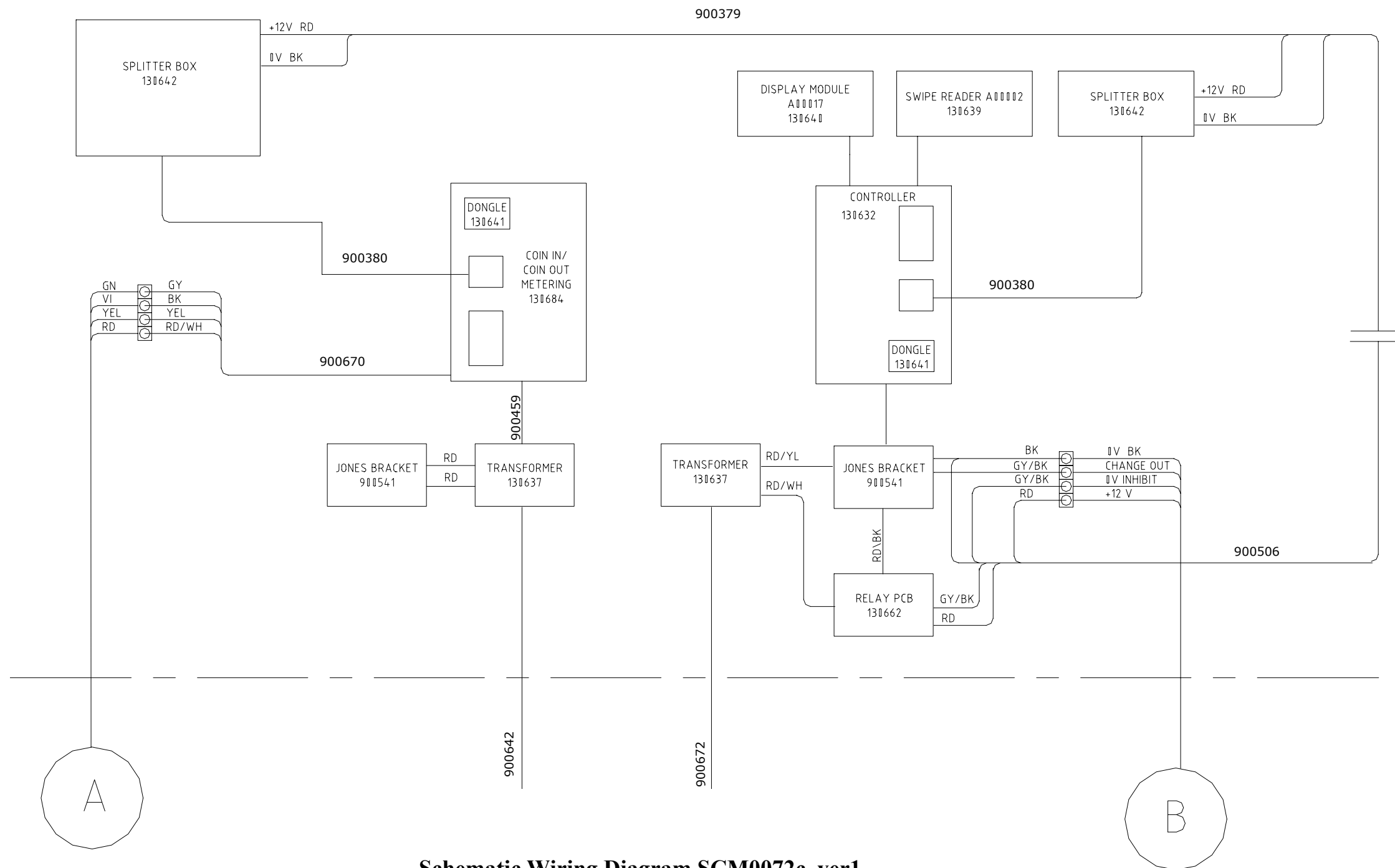
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Schematic Wiring Diagram SCM0072c_ver1

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920704 CASINO NIGHTS D&B		
Part Code	Description	No Off
9103416	WOOD PARTS D & B R/CASINO 2000	1.0
0002383	BASE SIDES D&B R/C 2000	3.0
000001	18MM MDF	6.66
0001941	LAMINATE PURPLE GLOSS 428	5.70
000021	LAMINATE 1MM WHITE BALANCER	6.84
0002384	BASE SIDES MAINS IN RR2	1.0
000001	18MM MDF	2.220
0001941	LAMINATE PURPLE GLOSS 428	1.0
000021	LAMINATE 1MM WHITE BALANCER	2.280
0502990	G.R.P. TIE BAR C/N (RED)	6.0
090156	CHROME -CRYSTAL PVC 8F	7.68
0302543	DIVISION PANEL CLAMP D/F WS	6.0
060021	CASTOR BRAKE REF1352760 12E	3.0
060020	CASTOR SWIVEL REF1352020-2 12E	3.0
150103	M8x20MM HX HD SE/S 3AA	24.0
1901357	0302365 MAINS PLATE W/S	1.0
150543	M4x30MM HEX/HD SE/S BZP	12.0
0302759	LEG BRACE RH. WS	6.0
0302761	LEG BRACE LH WS	6.0
090132	TITANFAST PVC EDGING 100 R/W	8.50
150363	M4x16MM C/SK HD POZI BZP	30.0
190983	CABINET TOP FIXING BOLT RR2	12.0
150229	M6x45MM COACH BOLT BZP, HEAD	12.0
0302521	EXPAMET WS	6.0
0302851	TOP SIGN BRACKET D/F WS	3.0

150450	M5 4 PRONG TEE NUT BZP	20
130335	FAN -SP101A 115V AC 29E	1.0
130551	SPEAKER 5 1/4' ET:58-F129 5D	3.0
150030	NO8x3/4'RD HD POZ S/S BZP F/I	12.0
030018	HEYCO SPACER 049-5179 2CC	18.0
130445	PCB 0203 TILT BOB BOARD 2A	1.0
150215	NO4x5/8 CSK HD POZI BZP 4AA	12.0
190976	0303909 TOP SIGN TUBE ASSY	3.0
150373	M5 WINGNUT BZP	6.0
900222	TOP SIGN SIGNAL LOOM DF	1.0
900231	TOP SIGN MAINS LOOM DF	1.0
0302367	RING TUBE SUPP HEX MK4 1EE	6.0
150090	1/8" x 1/4" POP RIVET 5EE	6.0
100050	STARTER -S10 4-80 WATT 1BB	3.0
0301153	LAMP BRACKET -HEX MK3 6EE	3.0
100115	BULB HOLDER SCREW IN 38D	3.0
150415	M4x10MM P/HD POZ SE/S BZP 1AA	9.0
150085	NO8x1 1/4'RDHD POZ S/SBZP F/I	6.0
130296	FUSE UNIT-151-997 (FARNELL)	2.0
120165	UMNL 3WAY PLG AMP350766-1 1CC	3.0
120166	FEMALE CRIMP 350689-1 1CC	9.0
120131	TERMINAL-REI:> 4MM(150-270)	5.0
100013	TERRY CLIP-1 1/2' 81-150 29E	6.0
100112	FUSE-3.15A Q/B RS 416-360 1CC	2.0
140059	CLIP-SELF ADH FAR 235-520 35E	12.0
150046	NO4x3/4 RDHD TWIN/THD POZI F/I	6.0
900239	MAINS INLET FEED DF	1.0
130508	B0216 EMC FILTER PCB 4A	1.0
0501189	EMC FILTER COVER 2E	1.0
160116	LABEL-MAINS WARNING 110V 2EE	1.0



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0002382	CASHBOX DOOR D & B R/C 2000	2.0
000001	18MM MDF	4.44
0001941	LAMINATE PURPLE GLOSS 428	4.56
000021	LAMINATE 1MM WHITE BALANCER	3.8
030115	CASH DOOR PLATE 18E	4.0
080010	LOCK & KEY REF:9231A2 675 23D	2.0
080027	CAM -4-45MM STRAIGHT 1BB	2.0
000001	18MM MDF	178.8
090017	BLACK EDGING SPP275 30M WS	5.88
000010	6MM MDF	1.68
0502988	G.R.P. LEG C/N (RED)	6.0
190656	0302571 UPPER LEG BRKT NEM39	6.0
190657	0302572 LOWER LEG BRKT NO16	6.0
150588	M5 SHAKE PROOF WASHER	24.0
000019	LAMINATE RED GLOSS P124	42.6
090131	RUBBER EDGING RED 18mm WS	4.92
0001366	21mmSq SOFTWOOD	3.7544



OPERATOR'S MANUAL

920704 CASINO NIGHTS D&B		
Part Code	Description	No Off
9103437	TOP DOOR ASSY D&B RY/C 2000	6.0
1901341	0305042 COIN ENTRY DOOR WELD	6.0
0502878	TOP DOOR PERSPEX NEM25	6.0
0502977	COIN ENTRY DOOR UNM/CD (D&B	6.0
090005	TAPE-Y4930x1/2' 3M 33MTR 30E	18.0
1901340	0305041 COIN ENTRY HOUSING	6.0
190931	0303679 .984 COIN ENTRY	6.0
150363	M4x16MM C/SK HD POZI BZP	84.0
150141	M4 AREOTIGHT NYLOCK ZINC F/I	96.0
150099	M5x20MM HX HD SE/S BZP 2AA	12.0
150530	M5 HXCAP SKIF0370501599054 3EE	12.0
150374	M5 SPRINGWASHER 2AA	12.0
150322	M5 FORM 'C' WASHER BZP 2AA	60.0
080033	180 DEGREE LOCK AND KEY 23D	12.0
080028	CAM 4-25MM STRAIGHT 1BB	12.0
190281	030421-LOCK CAM BRKT-BZP 4EE	12.0
150107	M4 FORM C WASHER BZP F/I	336.0
170008	CHANDELIER CHAIN NO.222B BRASS	6.0
150482	M3x10MM C/SK HD SE/S BZP F/I	6.0
150342	M3 PLAIN WSHR FORM 'A'BZP	6.0
150249	M3 AREOTIGHT NUT (NYLOCK) F/I	6.00
120195	1/4' BLADE CRIMP RS:534323 1CC	12.0
150101	NO6x3/8' PAN HD S/TAP.SLOTBZ	30.0
050069	LABEL-1OP PLAY STICKER 2EE	6.0





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140063	BLACK SLEEVING	2.40
150531	M3x12MM SPCR FE:517-550 1AA	12.0
130639	SWIPE READER SACOA A00002	6.0
130640	SWIPE DISPLAY SACOA A00017	6.0
150521	M3x6MM POZI CSK M/C SCRW BZP	12.0
150366	M3 INT SHAKE PROOF WASHER	12.0
150365	M3x6MM PAN HD SE/S	12.0
100132	HALOGEN LAMP 12V 20W 60 DEG	6.0
090091	SLIDE BEARING STRIP HT-0208PS	4.2
030018	HEYCO SPACER 049-5179 2CC	12.0
150028	NO6x1/2'RDHD POZI S/S BZP F/I	12.0
0303363	CREDIT DISPLAY CVR C/R 1DD	6.0
0304574	STICKER COVER (RY/C) 1DD	6.0
900782	HALOGEN BRKT EARTH LOOM	6.0
0302487	SLIDE RAIL 26E	12.0
1901339	0305037 TOP SKILL ENT PLT E38	6.0
150494	M4x25MM C/SK HD SE/S BZP	84.0
150243	M4 FULLNUT BZP F/I	96.0
150270	M4 SPRINGWASHER F/I	96.0
090052	SPACER-048 4846 (GERM M/C) 2CC	12.0
150413	HEYCO SPACER 048 4803 2CC	12.0
0502870	TOP SKILL SLIDE	6.0
090074	PTFE -6MM THK WHITE VIRGIN.	0.3360
110048	BBCD1 TENSATOR EXT SPRING	12.
150668	M5 x 16mm CKS HD SE/S BZP 2AA	48.0
150324	M5 AREOTIGHT NUT BZP 2AA	48.0
150040	4BA T2 WASHER BZP F/I	24.0
150068	4BA SPRINGWASHER BZP F/I	6.0
130332	PCB0136 IS.2 COIN DETECTOR 1A	6.0
190998	0501906 COIN CHUTE LIGHT	6.0
0501906	190998 OPTO SENSOR COVER M2B	6.0





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920704 CASINO NIGHTS D&B		
Part Code	Description	No Off
9103092	PSU HOUSING ASSY 110V RY/C D&B	1.0
0302528	PSU HOUSING TOP D/F 9E	1.0
0302529	PSU HOUSING BOTTOM D/F 9E	1.0
0302530	PSU HOUSING RUNNERS D/F 8D	2.0
0302531	PSU HOUSING FIXING BRK DF 9D	2.0
080001	PROTEX HANDLES AND PLATES 20E	1.0
150444	M4x12MM HEX HD SE/S BZP	15.0
150415	M4x10MM P/HD POZ SE/S BZP 1AA	8.0
150107	M4 FORM C WASHER BZP F/I	38.0
150270	M4 SPRINGWASHER F/I	8.0
150141	M4 AREOTIGHT NYLOCK ZINC F/I	22.0
150321	M4x12MM CHHD SE/S BZP	2.0
150322	M5 FORM 'c' WASHER BZP 2AA	11.0
130553	12V PSU XPP:VI-MU1-ES C9	1.0
130554	24V PSU XPP:VI-MU3-ES C9	1.0
150318	M4x50MM HEX HD SE/S BZP	6.0
150425	HEYCO SPACER 048 4799 2CC	10.0
130571	FAN 160MM 110V	1.0
130414	LOCKING PILLAR RS220-816 36D	72.0
130556	MAINS SOCKET OUT FE:145-313	1.0
150482	M3x10MM C/SK HD SE/S BZP F/I	4.0
150297	M3 SPRINGWASHER F/I	4.0
0303002	MAINS SOCKET BLANKING PL	1.0
150338	M3 FULLNUT BZP F/I	4.0
150090	1/8" x 1/4" POP RIVET SEE	2.0



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150455	M5x25MM HEX HD S/SCREW BZP	1.0
130596	SWITCH DPST FEC:285-870 3EE	1.0
150374	M5 SPRINGWASHER 2AA	1.0
150323	M5 FULLNUT BZP 2AA	3.0
130643	FL0265CR SOUND PCB REMOTE 35e	1.0
130513	FL0335 SRL SOUND INTERFACE 2A	1.0
900175	LOOM, FRONTLINE I/F RAW 62E	1.0
130608	FL0363 SECTION CONTROL 5D	6.0
130541	PCB-B0227 PSU DISTRIB BRD 13D	2.0
160116	LABEL-MAINS WARNING 110V 2EE	1.0
900232	MAINS SWITCH LINK DF	2.0
900233	MAINS PSU LINK DF	1.0
900234	SWITCH EARTH LINK DF	3.0
900235	PSU EARTH LINK DF	2.0
900236	PSU OUTPUT LINK-OR 24V DF	2.0
900237	PSU OUTPUT LINK-RD 12V DF	2.0
900238	PSU OUTPUT LINK BK OV DF	3.0
150493	M4x40MM HX HD gE1S BZP	4.0
150102	M6x35MM HX HD gE1S BZP 2AA	1.0
150414	M6 FORM B WASHER BZP 2AA	13.0
150251	M6 SPRINGWASHER BZP 2AA	8.0
150280	M6 FULLNUT 2AA	12.0
120176	MALE CRIMP 350547-1 1CC	2.0
120167	UMNL 2WAY CAP AMP350778-1 1CC	1.0
150301	M6x1.6MM HEX HD gE1S BLACK	8.0
150115	M6 NYLONIC (AREOTIGHT NUT) 2M	LO.0
140051	GROMMET STRIP-RS 548-546 3EE	0.610
150264	M6x20MM HEX HD gE1S BZP 2AA	6.0
900378	SECTION LOOM RY/C-SWIPE	6.0
900242	VOLUME CONTROL LOOM D/F 34E	1.0
900243	SOUND BOARD LOOM D/FEVER 35E	1.0



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900271	FL0363 TO FL0335 AUDIO	1.0
900272	TILT COMBINING LOOM D/F	1.0
900790	EARTH LINK CAGE LOOM 34E	1.00
900917	PSU EARTH LINK-D/F RR2 35E	1.0
130563	FAN COVER FE:736-004 29E	1.0



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920704 CASINO NIGHTS D&B		
Part Code	Description	No Off
9103932	COIN RUN DOWN SKILL PERSPEX	6.0
9103419	COIN RUN DOWN PERSPEX ASSY D&B	6.0
0502880	COIN RUN DOWN BACK PANEL	6.0
0503104	PIN PERSPEX ARTWORK-C/NIGHTS	6.0
150253	3 MULTISERT INSERT BRASS HEAD	72.0
150489	M4 MULTISERT TAPEX 002M4 5EE	36.0
150045	3/32" DIA x 1/2" GROVER PIN	192.0
0502855	SIDE PERSPEX 2 RY/C D&B 14F	12.0
180005	PERSPEX -6MM ICI CLEAR	2.52
0502841	PERSPEX FRONT PANEL RY/C D&B	6.0
180006	PERSPEX -3MM CLEAR EXTRUDED	11.40
150282	M3x20MM CH/HD SET SCREW BZP	48.0
150295	M3x12MM CHHD SET SCREW BZP	12.0
150522	1/8"ID x 1/2"OD FLAT WASHER	72.0
150297	M3 SPRINGWASHER F/I	72.0
0302534	P'PERSPEX SUPPORT TOP DF IDD	6.0
0302535	P'PERSPEX SUPT BOTTOM D/F IDD	12.0
150365	M3x6MM PAN HD gEls	24.0
0502856	RUN DOWN CHANNEL ITEM H RY/C	12.0
180005	PERSPEX -6MM ICI CLEAR	0.6720
0502857	RUN DOWN CHANNEL ITEM I RY/C	12.0
180005	PERSPEX -6MM ICI CLEAR	0.7800
0502858	RUN DOWN CHANNEL ITEM J 14F	12.0
180005	PERSPEX -6MM ICI CLEAR	1.50
0502859	RUN DOWN CHANNEL ITEM K RY/C	12.0





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180005	PERSPEX -6MM ICI CLEAR	1.488
0502860	RUN DOWN CHANNEL ITEM L RY/C	6.0
180005	PERSPEX -6MM ICI CLEAR	0.2640

920704 CASINO NIGHTS D&B		
Part Code	Description	No Off
9103431	JACKPOT HOPPER ASSY RY/C D&B	6.00
0501388	CASHBANK REAR L/H 6D	6.0
190619	0302429 PIVOT AXLE C/W2 1DD	6.00
150516	CAPPED STARLOCK PUSH-ON 6MM	12.0
0501390	CASHBANK REAR R/H 6D	6.0
0501401	WINDOWS INSERT D/F 4EE	6.00
150489	M4 MULTISERT TAPEX 002M4 5EE	6.0
190625	0302438 CASHBANK U-BKT C/W2	6.0
150404	M4x6MM PANHD gE1S POZI BZP	6.0
150270	M4 SPRINGWASHER F/I	6.0
150107	M4 FORM C WASHER BZP F/I	6.0
190626	0302440 BRACKET PIN C/W2 1DD	6.0
150518	HEYCO SPACER 048 4844 2CC	12.0
150515	STARLOCK PUSH-ON 3MM DIA 2DD	12.0
0302428	PIVOT ARM C/W2 1DD	6.00
150282	M3x20MM CH/HD SET SCREW BZP	12.0
150342	M3 PLAIN WSHR FORM 'A' BZP	96.00
150297	M3 SPRINGWASHER F/I	30.0
150338	M3 FULLNUT BZP F/I	12.00
0302783	JACKPOT DISPLAY TRIM D/F 8D	6.0





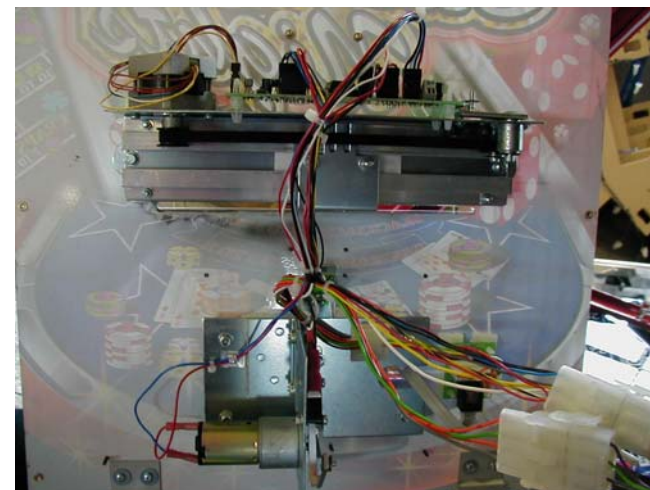
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9103434	SPLASH PANEL ARTWORK ASSY RY/C	6.0
0502983	J/POT DISP P/PEX(DB C/NITE 1DD	6.0
5	SPLASH PANEL (D&B CASINO	6.00
150531	M3x12MM SPCR FE:517-550 1AA	18.00
150365	M3x6MM PAN HD gEls	36.0
150023	NO4x1/4 PAN HD a/TAP POZI F/I	24.00
0302954	COIN SPLASH MIRROR PLATE 1DD	12.00
0501389	CASHBANK FRONT 6D	6.00
090014	TAPE-1'D/S 9473 50MTR 30E	3.60
150559	M3x18MM THREADED SPACER 5EE	18.0
130593	V.F.DISP MICROLEX ALPHA 3A	6.0
150518	HEYCO SPACER 048 4844 2CC	48.0
150493	M4x40MM HX HD gEls BZP	24.00
150107	M4 FORM C WASHER BZP F/I	84.0
150141	M4 AREOTIGHT NYLOCK ZINC F/I	36.00
150270	M4 SPRINGWASHER F/I	36.00
150331	M4x10MM HEX HD gEls BZP 1AA	30.00
150423	M4x16MM HEX HD BZP	6.00
0302782	PIN PERSPEX SPACER D/F 2CC	6.0
150387	M6x25MM Old WASHER BZP 2AA	24.00
150556	M3x12MM HX/HD gEls	12.00
150430	1/8ID x 5/160D T3 LT WASHER	12.0
150637	No6 x 1/2" PAN HD SUPADRIVE	36.0
900204	ESCROW PIN PERSPEX LOOM	6.0
900221	FEATURE INTERFACE LOOM	6.0
130526	PCB 0219 LOOM INTERCEPT 35E	6.0
900220	FEATURE FLEXY LINK LOOM	6.0
090072	PCB PILLAR S/9.5 RS:580-001	48.00
0501309	COIN SPLASH SCRAPER 6D	6.0
150564	M3x20MM HX HX SE/S	12.0
130644	FL0276A STEPPER MOTOR 3A	6.0



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920704 CASINO NIGHTS D&B		
Part Code	Description	No Off
9103933	LINEAR SLIDE -D & B CASINO	6.00
130437	PCB 0200 -MOTHER BOARD 2A	6.0
020041	IDLER PULLEY ASSY C/W 1DD	6.0
010142	MOTOR 12V RS:191-8299 + 1x6WAY	6.0
010130	MOTOR 12V ROTALINK 44B	6.0
020032	BELT DAVALL REF:176MP025 1DD	6.0
0301662	LINEAR SLIDE CHANNEL-C/W 1DD	12.0
130414	LOCKING PILLAR RS220-816 36D	24.0
190425	0301658-LINEAR SLIDE-BZP 15D	6.0
1901653	0305782 LINEAR SLIDE DICE	6.0
050955	LINEAR SLIDE BLOCK-C/W 13Z	6.0
150372	4BAx3/4' C/SK SLOT SE/S BZP	12.0
150040	4BA T2 WASHER BZP F/I	12.0
190427	0301664-LINEAR CAM-BZP 1DD	6.0
020042	PULLEY-DAVALL (REF:P24MP025MI)	16.0
110016	SPRING -NO.511 ENTEX 2DD	6.0
150230	M6 FORM A WASHER BZP 2AA	6.0
150414	M6 FORM B WASHER BZP 2AA	18.00
150157	1/4"DIA SPIRE CLIP 5115-25 2DD	12.0
150345	SPIRE CLIP -1/8' 2DD	12.00
150056	6BAx3/8' CHHD SE/S BZP 3AA	36.00
150036	6BA AREOTIGHT NUT 3AA	36.0
150035	4BA FULLNUT BZP F/I	24.0
150068	4BA SPRINGWASHER BZP F/I	24.0
020039	MOTOR PULLEY ASSY C/w 1DD	6.0





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150437	M3x6MM GRUBSCREW	6.0
120180	HE14 1X6WAY HOUSING 3EE	6.0
120157	CRIMP FOR HE14 FEC429-715 3EE	36.0
0501300	SLOT COVER D/FEVER 12Z	6.0
150635	HEYCO SPACER 048-4782 2CC	24.0
0503418	DICE VAC FORM CASINO NIGHT 1DD	6.0
190621	0302431 DRIVE BRKT C/W2 2EE	6.0
190620	0302430 COIN FLIPPA C/W2 1DD	6.0
130427	PCB 0188-LIMIT SWITCH BRD 2A	6.0
150425	HEYCO SPACER 048 4799 2CC	12.0
150483	M3x12MM PAN HD SE/S BZP 1AA	12.0
150366	M3 INT SHAKE PROOF WASHER	30.0
190627	0302441 MOTOR PLATE CW2 1DD	6.0
130530	MICROSWITCH FARN 103-459 3EE	6.0
150496	M3x16MM PAN/HD POZI SE/S BZP	12.0
150342	M3 PLAIN WSHR FORM 'A'BZP	12.0
150297	M3 SPRINGWASHER F/I	12.0
150338	M3 FULLNUT BZP F/I	12.0
010131	MOTOR TRIDENT 12V 7RPM 6EE	6.0
150365	M3x6MM PAN HD SE/S	18.0
190622	0302434 MOTOR ARM ASSY C/W2	6.0
150465	M4x6MM GRUB SCREW 1AA	6.0
190623	0302437 PUSH ROD C/W2 1DD	6.0
150514	M4 NYLON WSHR RS 525-745 2CC	12.0
150515	STARLOCK PUSH-ON 3MM DIA 2DD	6.0000

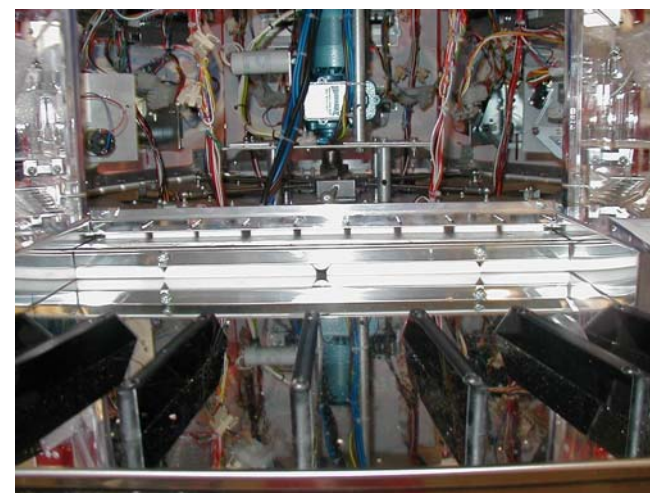
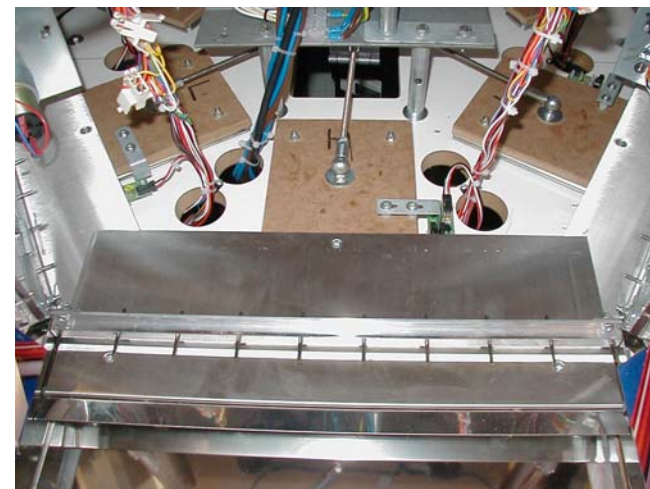




OPERATOR'S MANUAL

920704 CASINO NIGHTS D&B		
Part Code	Description	No Off
9101790	PIN RETAINER FEATURE D/F	6.00
190651	0302573 PIN RET CHANEL 5Z	6.0
150382	3/32" DIA x 1 1/2" SPIROL PIN	48.0
150379	3/32" DIA x 1" SPIROL PIN 5EE	12.0

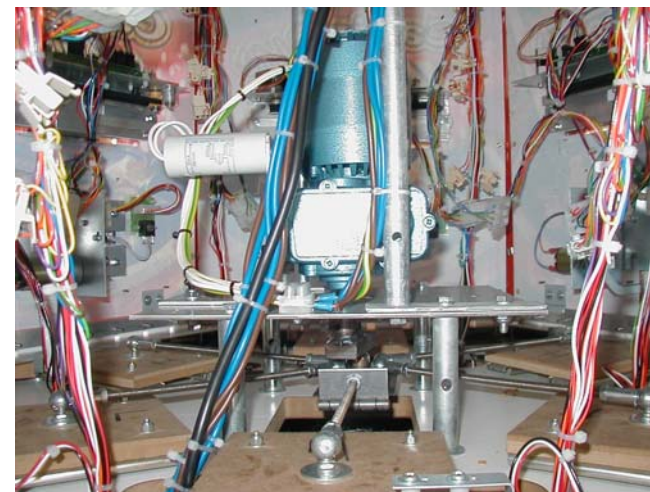
Part Code	Description	No Off
9101767	PUSHER BOX ASSY DISCO FEVER	6.0
060008	ACCURIDE SLIDE C115-1556U	12.0
0302545	ACCURIDE SLIDE SPACER D/F 1DD	24.0
150170	4BAx3/4" HEX HD SE/S BZP 3AA	12.0
150040	4BA T2 WASHER BZP F/I	12.0
150032	4BA AREOTIGHT NUT (NYLOCK) F/I	12.0
150369	4BAx3/8" HEX HD SE/S 3AA	12.0
150426	M6 4 PRONG TEE NUT BZP	6.0
060032	M6 BM BALL JOINT NYLON 66 3EE	6.0
150387	M6x25MM OLD WASHER BZP 2AA	6.0
150125	M4 INT SHAKE PROOF WASHER BZP	24.0
150251	M6 SPRINGWASHER BZP 2AA	6.0
150070	NO6x3/8"RD HD POZ S/S BZP F/I	12.0
000001	18MM MDF	7.4880





OPERATOR'S MANUAL

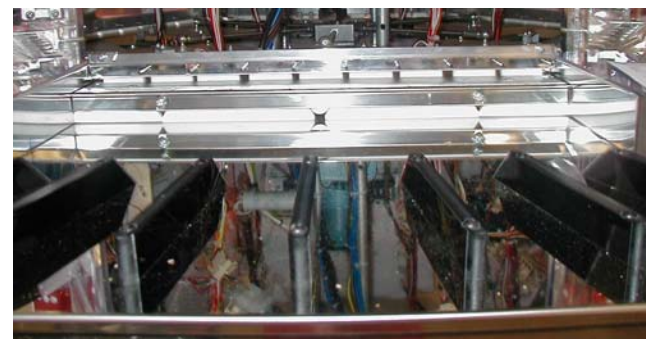
920704 CASINO NIGHTS D&B		
Part Code	Description	No Off
9101913	MOTOR ASSY 110V D/F	1.0
010113	MOTOR UL8MIW 20RPM) 110V ENEM29	1.0
120026	5A TERM BLOCK 12W	0.330
150496	M3x16MM PAN/HD POZI SE/S BZP	2.0
150249	M3 AREOTIGHT NUT (NYLOCK) F/I	2.0
140004	CABLE CLIP-RB8 SELF ADHE 36D	2.0
0302537	LINK ROD D/F-M6 X 185	6.0
150280	M6 FULLNUT 2AA	17.00
0302006	DRIVE ARM ASSY H/D 1DD	1.0
150572	M4x10MM GRUBSCREW	2.0
150001	M8x25MM OLD WASHER BZP F/I	1.0
150301	M6x16MM HEX HD SE/S BLACK	8.0
150414	M6 FORM B WASHER BZP 2AA	12.0
150251	M6 SPRINGWASHER BZP 2AA	7.0
0302178	MOTOR BRACKET H/DAYS 6EE	1.0
060032	M6 BM BALL JOINT NYLON 66 3EE	5.0
150230	M6 FORM A WASHER BZP 2AA	5.0
150115	M6 NYLONIC (AREOTIGHT NUT) 2AA -	9.0
150431	M6x45MM H/HD SET SCREW BZP	1.0
150456	SPLIT PIN, 3.2 x 44.5mm 2DD	1.0
0302767	CENTER DRIVE ASSY D/F 1DD	1.0
0302539	MOTOR MOUNTING PLATE D/F 27D	1.0
150102	M6x35MM HX HD SE/S BZP 2AA	2.0





OPERATOR'S MANUAL

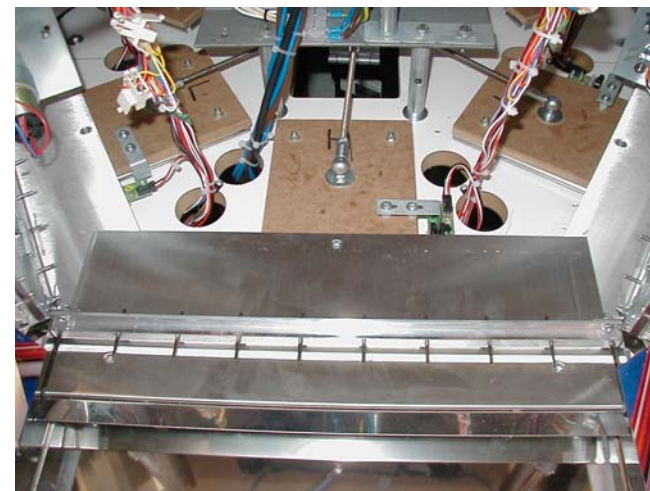
920704 CASINO NIGHTS D&B		
Part Code	Description	No Off
9103421	PLAYFIELD ASSY DIVIDED -D&B	2.0
0302549	PFIELD SIDE PLT LH D/F 37E	6.0
0302550	PFIELD SIDE PLT RH D/F 37E	6.0
0302551	COFFIN COVER BRACKET D/F 27D	12.0
150022	NO8x5/8'RDHD POZI S/S BZP 4AA	72.0
090070	VELCRO-804BLACK LOOP 20MM 38D	2.40
090071	VELCRO-804BLACK HOOK 20MM 38D	2.40
0501280	P/B SCRAPER LONG HIGH DF 13Z	6.00
0501281	P/BOX SCRAPER SHRT LOW DF 13Z	6.00
190658	0302552 P/BOX SCRIP SPC DF 1DD	6.0
150041	3/16"ID x 1"OD BZP WASHER F/I	56.0
030021	ACCURIDE SLIDE FIXING BKT	24.0
150141	M4 AREOTIGHT NYLOCK ZINC F/I	36.0
150028	NO6x1/2'RDHD POZI S/S BZP F/I	48.0
150415	M4x10MM P/HD POZ SE/S BZP 1AA	12.0
150107	M4 FORM C WASHER BZP F/I	36.0
190542	0302179-PLATE SPACER-BZP 27D	4.0
150431	M6x45MM H/HD SET SCREW BZP	4.0
150414	M6 FORM B WASHER BZP 2AA	4.0
150251	M6 SPRINGWASHER BZP 2AA	4.0
0501755	P/FIELD SEGMENT 1DD	42.0
150244	NO6x1 1/4' RD HD SLT S/S BJAP	84.0
150404	M4x6MM PANHD SE/S POZI BZP	12.0
130401	PCB 0170 PUSHER BOX SENSOR 1A	6.0
130309	PCB PILLAR (RICHCO) BHC401 5EE	18.0





OPERATOR'S MANUAL

0301742	PUSHER BOX SENSOR BRKT-C/W 1DD	6.0
150006	NO6x5/8 RD HD S/S BZP F/I	12.0
150518	HEYCO SPACER 048 4844 2CC	12.0
0302546	PUSHER BOX CVR D/F 26D	6.0
150261	NO6x5/8'CSK HD POZ S/SBZP F/I	18.0
150159	111 PANEL PIN 5EE	24.0
150321	M4x12MM CHHD SE/S BZP	12.0
0501430	P/BOX SCRAPER LONG LOW DF 13Z	6.0
0501431	P/B SCRAPER SHRT HIGH DF 13Z	6.0
0302574Z	SLIPPER PLATE D/F BLANK 2EE	12.0
0305046	ST/ST FRT PLAYFIELD PLATE 39E	6.0
000001	18MM MDF	25.1040
0001941	LAMINATE PURPLE GLOSS 428	25.1040
000021	LAMINATE 1MM WHITE BALANCER	25.1040



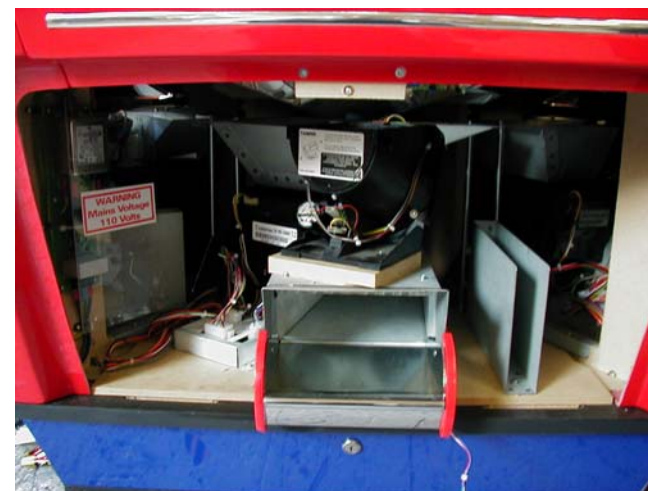
920704 CASINO NIGHTS D&B		
Part Code	Description	No Off
9101882	PIN RET SCRAPER ASSY FEAT LOW	3.0
0501357	PIN RETAINER SCRAPER 15mm 13Z	27.0
090074	PTFE -6MM THK WHITE VIRGIN.	0.0270

920704 CASINO NIGHTS D&B		
Part Code	Description	No Off
9101883	PIN RET SCRAPER ASSY FEAT HIGH	3.00
0501359	PIN RETAINER SCRAPER 13MM 13Z	27.0



OPERATOR'S MANUAL

920704 CASINO NIGHTS D&B		
Part Code	Description	No Off
9103662	HOPPER MODULE ASSY CHGR/TICK	6.0
150532	M4 4 PRONG T-NUT BZP 1AA	108.0
190645	0302553 PAYTRAY ASSY D/F 24D	6.0
0501956	PAYTRAY END LH RR2	6.0
0501957	PAYTRAY END RH RR2	6.0
0302554	PAYTRAY BAR DISCO FEVER 9D	6.0
0302583	HOPPER STAND ASSY F/V D/F 42E	6.0
190654	0302556 FILLER SPTWLD D/F 10D	12.0
150321	M4x12MM CHHD SE/S BZP	96.0
150107	M4 FORM C WASHER BZP F/I	96.0
150270	M4 SPRINGWASHER F/I	96.0
130540	PCB-B0226 HOPPER DIST BRD 4A	6.0
130309	PCB PILLAR (RICHCO) BHC401 5EE	36.0
0302559	FILLER CHUTE D/F F/V 26D	6.0
070120	AZKOYEN HOPPER E 24V	6.0
070119	AZKOYEN HOPPER E 24V 29D	6.0
150480	M4x10MM C/SK HD SKT SCREW	48.0
900227	HOPPER LOOM DF	12.0
130576	B0236 P'TRAY LIGHTS PCB 3D	6.0
0503530	PAY TRAY LIGHTING BLOCK -D/F	6.0
0503529	PAY TRAY LIGHTING BLOCK "B"	6.00
180021	10mm THICK CLEAR ACRYLIC	0.2916
0503528	PAY TRAY LIGHTING BLOCK "A"	6.0
180005	PERSPEX -6MM ICI CLEAR	0.2916
150537	NO6x3/8 PN/HD SE/S BZP 4AA	12.0





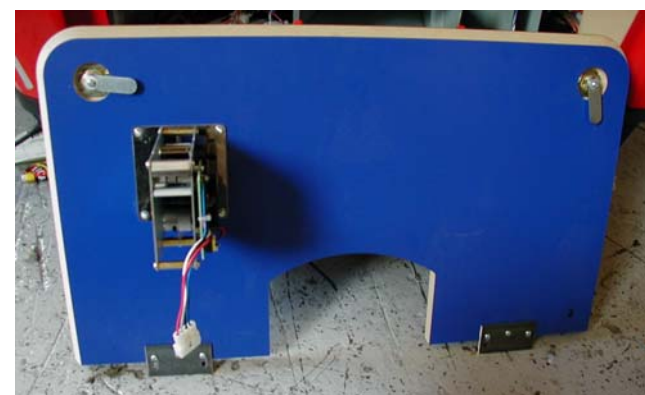
OPERATOR'S MANUAL

090030	GROMMET CABLE 4MMID 11333 2DD	6.0
150141	M4 AREOTIGHT NYLOCK ZINC FII	12.0
120131	TERMINAL-RED 4MM(150-270) 1CC	12.0
150041	3/16"ID x 1"OD BZP WASHER FII	12.0
0302970	plTRAY SHIELD VAL D/F 13E	6.0
0303003	HOPPER STAND BLANKING PL 6EE	6.0
0303020	COIN BRAKE BRACKET 6EE	6.0
090107	COIN BRAKE RUBBER 2DD	6.0
150090	1/8" x 1/4" POP RIVET 5EE	24.0
150108	1/8" x 5/16" POP RIVET 5EE	12.0
150430	1/8ID x 5/16OD T3 LT WASHER	12.0
030631	TICKET BOX DIGGERS PRIZE 17E	6.0
0303453	HOP;DIST.PCB COVER	6.0
0501618	LABEL-HOPPER DIST PCB COVER	6.0
130677	.250 MA FUSE 5 X 20 MM	6.0
090135	VHB FOAMED ACRYLIC 30E	1.44
130678	T 200 mA FUSE 5 X 20 MM 1CC	60.0
000003	9MM MDF	23.04



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920704 CASINO NIGHTS D&B		
Part Code	Description	No Off
9103424	PAYOUT DOOR ASSY	6.0
030115	CASH DOOR PLATE 18E	12.0
150022	-NO8x5j8 'RDHD POZI sis BZP 4AA	48.0
080033	180 DEGREE LOCK AND KEY 23D	12.0
080027	CAM -4-45MM STRAIGHT 1BB	12.0
150302	NO8x1/2 'RDHD POZI sis BZP FII	24.0
0501839	TICKET PAYOUT STICKER Rlc 34A	6.0
150142	WW1 SPIKED WOOD WASHER 23D	12.0
070125	ENTROPY TICKET DISPENSER 16E	6.0
0501685	'CARDS' DOOR STICKER RYIC 8E	6.0
000001	18MM MDF	6.0
0001941	LAMINATE PURPLE GLOSS 428	18.0
000021	LAMINATE 1MM WHITE BALANCER	18.0





OPERATOR'S MANUAL

920704 CASINO NIGHTS D&B		
Part Code	Description	No Off
9103425	GLASS DOOR ASSY CIN	6.0
1901404	210021 G/DOOR PANEL-C/NIGHTS	6.0
210021	GLASS DOOR PANEL D/FEVER	6.0
080028	CAM 4-25MM STRAIGHT 1BB	12.0
030106	LOCK RETAINER PLATE HEX 1DD	12.0
0302777	LOCK WASHER D/F 1DD	12.0
080033	180 DEGREE LOCK AND KEY 23D	12.0
090140	3x10mm NEOPRENE RUBBER 34D	9.0



OPERATOR'S MANUAL

920704 CASINO NIGHTS D&B		
Part Code	Description	No Off
9101773	HALOGEN LAMP ASSY CONTIC	6.0
0302679	LAMP BRACKET ASSY D/F 10D	6.0
100110	HALLAMP 12V 20W 36/38 DEG	18.0
100130	LAMP HOLDER FEC:530-669 37D	18.0
150295	M3x12MM CHHD SET SCREW BZP	36.0
150366	M3 INT SHAKEPROOF WASHER	36.0
150338	M3 FULLNUT BZP FII	36.0
130501	PCB 0209-HAL LAMP BOARD 3D	6.0
130414	LOCKING PILLAR RS220-816 36D	12.0
150028	NO6x1/2'RDHD POZI SIS BZP FII	24.0

Part Code	Description	No Off
9102875	PIN PERSPEX DIVIDER ASSY RR2	6.0
190973	0303907 PIN PERSPEX DIV 14D	6.0
100131	TC.5 FLU. TUBE CLIP 16MM 30E	6.0
150141	M4 AREOTIGHT NYLOCK ZINC FII	12.0
150528	M4 WINGNUT	6.0
150319	M4 FORM 'A' WASHER BZP	6.0



OPERATOR'S MANUAL

920704 CASINO NIGHTS D&B		
Part Code	Description	No Off
9103429	GENERAL ASSY 6 PLYR RY/C D&B	1.0
150088	M8 FULLNUT BZP 3AA	3.0
0502982	T/SIGN P/PEX DB CAS NIGHTS 40D	3.0
0502976	TOP SIGN ARTWORK (CASINO	3.0
170007	BRASS HOOK 28/4 2DD	6.0
150154	NO8x1 1/2' RD HD POZI S/SBZ	16.0
150251	M6 SPRINGWASHER BZP 2AA	8.0
0302562	LOOSE CHUTE D/F 25D	6.0
0302563	WIN CHUTE MOUNT PLATE 9D	6.0
0302829	WINCHUTE ASSY D/F FULL VAL 25D	6.0
0304363	REJECT TRAY RY/C D&B 20E	6.0
130602	240v TRANSFORMER + CONNECT 13E	2.0
130579	T'FORMER 200VA ILP 6E752	2.0
150488	M8 PRONGED TEE NUT BZP 3AA	2.0
150238	M8x70MM HX HD SE/S BL 3AA	2.0
130625	B0233 REV 3 TRANS PCB 5D	2.0
130309	PCB PILLAR (RICHCO) BHC401 5EE	8.0
130563	FAN COVER FE:736-004 29E	1.0
0302568	TOP DOOR ST/ST COVER D/F 8D	6.0
090014	TAPE-1'D/S 9473 50MTR 30E	5.50



OPERATOR'S MANUAL

900229	EARTH STRAP DISCO FEVER	6.0
900230	T/SIGN EARTH STRAP D/F	3.0
900239	MAINS INLET FEED DF	1.0
0302569	CASH BOX DISCO FEVER 15F	2.0
160116	LABEL-MAINS WARNING 110V 2EE	3.00
130547	6.3AMP FUSE 20MM LONG A/S 1CC	4.0
120152	MAINS LEAD FARNELL210-705	1.0
130259	PCB 0100 ISS.3 ASSEM COMP 4A	2.0
090072	PCB PILLAR S/9.5 RS:580-001	12.0
900179	PEIZO LOOM C/W-H/D INT/TLT 2EE	6.0
0302540	PSU HOUSING RUNNERS D/F 6Z	2.0
0302541	PSU HOUSING STOP D/FEVER 1DD	1.0
190655	0302542 PSU HSE BRACE DF 12D	2.0
0302757	PLAYFIELD BRACKET D/F 9D	12.0
0302769	MAINS INLET PLATE D/F 4G	1.0
090098	DAMPING SHEET 80X140MM 7D	12.0
130555	MAINS SOCKET IN FE:150-641 3EE	1.0
900270	TOP DOOR EARTH LINK D/F	6.0
0301371	SIDE TRIM BRACKET 6EE	12.0
150321	M4x12MM CHHD SE/S BZP	4.0
900303	B0234 PCB SUPPLY LOOM	6.0
150478	M5x40MM HEX HD SET SCREW BZP	12.0
130273	GRILL PANL,LARGE 120MM SQ 29E	1.0
0501960	TOP SIGN TOP VAC RR2 NEM32	1.0
0501958	TOP SIGN BTM VAC RR2 NEM32	1.0



OPERATOR'S MANUAL

0501959	T/SIGN END VAC FORM RR2 NEM46	3.0
0502985	T/SIGN END PNL CAS NIGHTS 31D	3.0
0502980	TOP SIGN END PANEL (D&B CASINO)	3.0
190999	0302522 EXPAMET RR2 7D	3.0
100006	FLU TUBE-2FT 40w11/2'DIA	3.0
100117	20W LAMP 110V SCREW IN	3.0
900244	PSU EARTH LINK D/F	1.0
150338	M3 FULLNUT BZP F/I	12.0
150430	1/8ID x 5/160D T3 LT WASHER	12.0
150249	M3 AREOTIGHT NUT (NYLOCK) F/I	12.0
120160	UMNL 2WAY PLUG AMP350777-1 1CC	6.0
120166	FEMALE CRIMP 350689-1 1CC	12.0



OPERATOR'S MANUAL

920704 CASINO NIGHTS D&B		
Part Code	Description	No Off
9101914	40W LIGHT BOARD 110V D/F B23	3.0
000142	LIGHTING BOARD WOOD BASE	3.0
100098	CHOKE -40WATT (110V) 30E	3.0
100012	TERRY CLIP-1 1/4" 81-125 30E	3.0
100016	COR. CAPACITOR-4NF LST097 29E	3.0
100019	STARTER BASE 29E	3.0
100050	STARTER -S10 4-80 WATT 1BB	3.0
120044	SOLDER TAG-4BA RS186-7854 1CC	3.0
140047	CABLE TIE-200MMx3.3MM BLK 36D	3.0
150028	NO6x1/2'RDHD POZI S/S BZP F/I	3.0
150040	4BA T2 WASHER BZP F/I	12.0
150067	NO4x1/2'RDHD POZI S/S BZP F/I	6.0
150198	NO4x3/4' PAN HD S/TAP SLT BZ	6.0
150068	4BA SPRINGWASHER BZP F/	I3.0
150032	4BA AREOTIGHT NUT (NYLOCK) F/I	12.0
150294	4BAx1 1/4' CSK HDSE/S ST 3AA	6.0
030018	HEYCO-SPACER 049-5179 2CC	6.0
120166	~ FEMALE CRIMP 350689-1 1CC	12.0
120176	MALE CRIMP 350547-1 1CC	9.0
120183	UNML 4W PLUG 350779-1 1CC	3.0
100020	END CAP -1 1/2' 29E	6.0
140048	WIRE-TWIN PARALL BELL CA12A	3.0
120163	3WAY UMNL CAP (AMP350767-1) 1CC	3.0
120184	UNML 4W CAP 350780-1 1CC	3.0



OPERATOR'S MANUAL

920704 CASINO NIGHTS D&B		
Part Code	Description	No Off
9103471	SWIPE SPLITTER BOX ASSY RY/C	1.0
900380	SWIPE DATA LOOM SOCOA NEM35	12.0
130642	SWIPE CARD SPLITTER BOX NEM50	4.0
900379	SPLITTER BOX POWER LOOM -	2.0
150413	HEYCO SPACER 048 4803 2CC	8.0
150063	NO6x1'RD HD POZ S/S BZP F/I	8.0
900671	TRANSFORMER LOOM RY/C D&B B14	1.0
900459	SWIPE RIB CABLE SACOA A00005	6.0
900670	COINER LOOM RY/C D&B	6.0

920704 CASINO NIGHTS D&B		
Part Code	Description	No Off
9103565	SWIPE BRACKET ASSY RY/C D&B	6.0
0303362	METER/SWIPE BRACKET 22D	6.0000



OPERATOR'S MANUAL

920704 CASINO NIGHTS D&B		
Part Code	Description	No Off
9102594	SOFTWARE ASSY 6 PLYR RY/C	1.0
230010	32K CHIP -27C256 EMS	6.0
230006	4 MEG CHIP -27C040 G16	2.0
230002	PIC 16C55-XT/P CHIP EMS	1.0
230004	PIC 16C57-XT/P CHIP	7.0
230001	PIC 16C54-XT/P CHIP EMS	6.0
230072	SOFTWARE VERSION 1 "METER 1"	1.0
230099	FEATURE PCB SOFTWARE RY/C	6.0