

SERVICE MANUAL

Time Pilot

Time Pilot

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TIME PILOT

CENTURI, INC.
245 W. 74TH PLACE
HIALEAH, FLA. 33014

CUSTOMER SERVICE:
TEL. #(305) 558-5200 (IN FLORIDA)
TEL. #(800) 327-7710 (OUTSIDE FLORIDA)

TELEX: 803694 ANSB CENTURI CABLE: CENTURI

"TIME PILOT"

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USER INFORMATION - F.C.C.

WARNING

THIS EQUIPMENT GENERATES, USES, AND CAN RADIATE RADIO FREQUENCY ENERGY AND IF NOT INSTALLED AND USED IN ACCORDANCE WITH THE INSTRUCTIONS MANUAL, MAY CAUSE INTERFERENCE TO RADIO COMMUNICATIONS.

IT HAS BEEN TESTED AND FOUND TO COMPLY WITH THE LIMITS FOR A CLASS A COMPUTING DEVICE PURSUANT TO SUBPART J OF PART 15 OF F.C.C. RULES, WHICH ARE DESIGNED TO PROVIDE REASONABLE PROTECTION AGAINST SUCH INTERFERENCE WHEN OPERATED IN A COMMERCIAL ENVIRONMENT. OPERATION OF THIS EQUIPMENT IN A RESIDENTIAL AREA IS LIKELY TO CAUSE INTERFERENCE IN WHICH CASE THE USER AT HIS OWN EXPENSE WILL BE REQUIRED TO TAKE WHATEVER MEASURES MAY BE REQUIRED TO CORRECT THE INTERFERENCE.

INTRODUCTION

"T.PILOT" IS A MICROPROCESSOR BASED COIN-OPERATED ELECTRONIC GAME, THAT MAKES EXTENSIVE USE OF DIGITAL INTEGRATED CIRCUITRY AND TELEVISION MONITOR CONCEPTS. THIS MANUAL IS DESIGNED FOR THE USE OF MAINTENANCE TECHICIANS WHO POSSESS A GENERAL WORKING KNOWLEDGE OF SOLID-STATE CIRCUITRY, AND VIDEO MONITOR THEORY. ANY INDIVIDUAL NOT KNOWLEDGEABLE IN THESE AREAS SHOULD NOT ATTEMPT REPAIR OF THE ELECTRONIC PORTIONS OF THE GAME.

IN ADDITION TO THIS MANUAL AND TRAINING IN ELECTRONICS, TROUBLE-SHOOTING AND REPAIR WILL BE FACILITATED BY ACCESS TO GENERAL-TYPE HANDTOOLS, A MULTIMETER, A 50 OR 100 MHZ OSCILLOSCOPE AND A LOGIC PROBE WOULD BE HELPFUL.

TECHNICAL ASSISTANCE IS AVAILABLE BY CALLING (305) 558-5200. QUESTIONS OR COMMENTS CONCERNING "T.PILOT" OR ANY OF OUR GAMES ARE WELCOME AND SHOULD BE DIRECTED TO:

CENTURI, INC.

CUSTOMER SERVICE DEPARTAMENT

#800-327-7710 (OUTSIDE THE STATE OF FLA.)

#305-556-5888 (IN FLORIDA)

NOTES

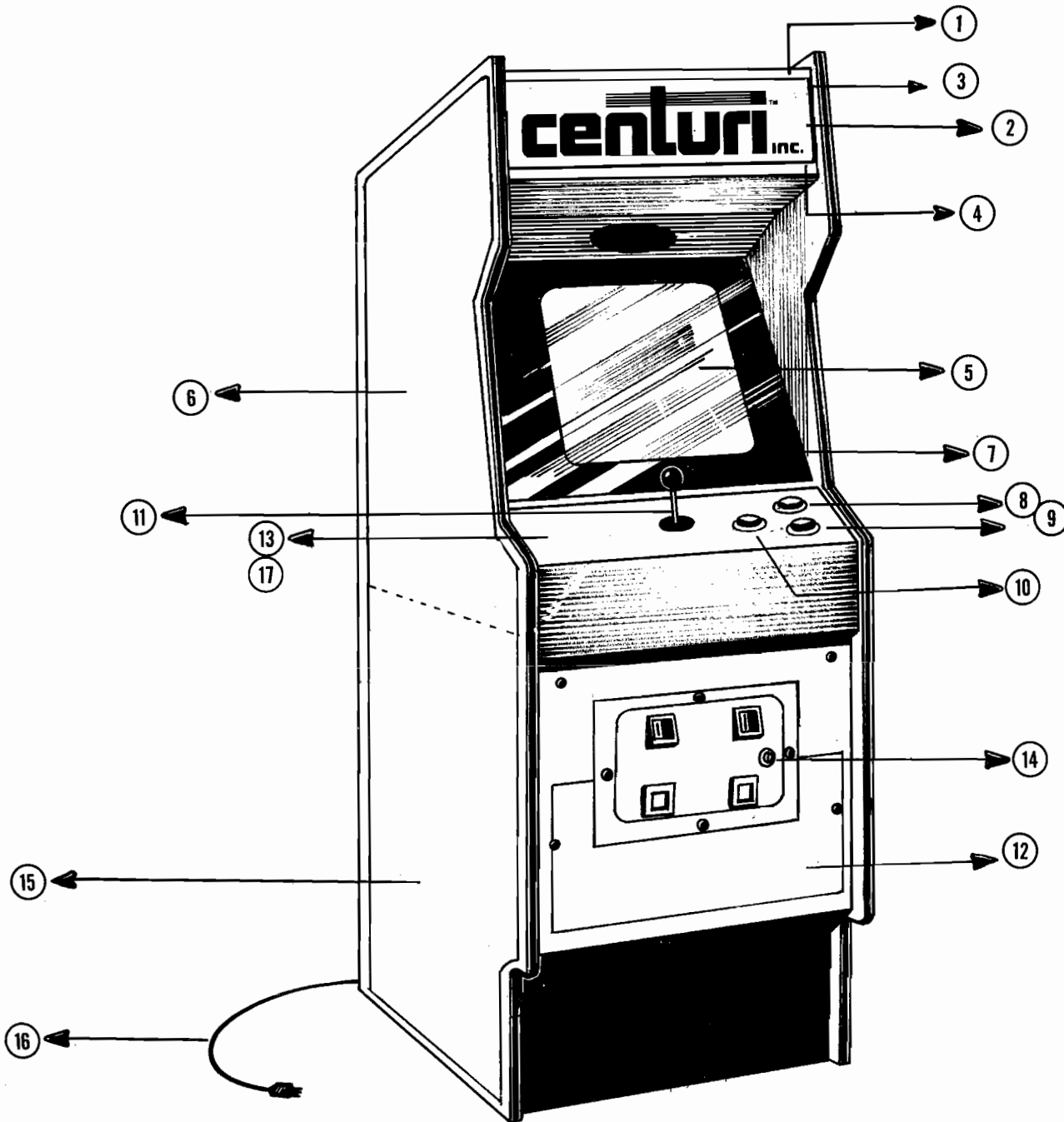
NEVER REPLACE ANY COMPONENTS WITH ANYTHING OTHER THAN EXACT REPLACEMENT PARTS.

NEVER REMOVE CIRCUIT BOARD CONNECTIONS WHILE POWER IS ON.

DO NOT REPLACE THE FUSE WITH ANYTHING OTHER THAN THE PROPER VALUE.

A BLOWN FUSE INDICATES AN OVERLOAD CONDITION WITHIN THE GAME. REPLACING THE FUSE WITH A HIGHER VALUE CAN CAUSE SEVERE DAMAGE TO INTERNAL COMPONENTS IF AN OVERLOAD OCCURS.

ALWAYS CONSULT THE MANUAL BEFORE ATTEMPTING REPAIRS.



(FIG,1) FRONT VIEW OF CABINET.

"TIME PILOT" CABINET

(FIGURE 1)

PARTS LIST

<u>ITEM</u>	<u>CENTURI P/N:</u>	<u>DESCRIPTION:</u>
1.	302-2592	TOP ANGLE HOLD DOWN BRACKET
2.	802-3105	SILK SCREENED MARQUEE PANEL
3.	803-0960	VINYL TRIM, 7½" LONG
4.	302-2530	GLASS HOLDING BRACKET
5.	605-0957	VIEWING GLASS
6.	801-3075	LEFT TOP DECAL
	801-3077	LEFT BOTTOM DECAL
	801-3076	RIGHT TOP DECAL
	801-3078	RIGHT BOTTOM DECAL
7.	804-3124	SILK SCREENED MONITOR OVERLAY
8.	-----	1-PLAYER START BUTTON
9.	-----	2-PLAYER START BUTTON
10.	-----	FIRE BUTTON
11.	702-1197	8-POSITION JOYSTICK
12.	801-3079	FRONT DECAL
13.	006-4455	CONTROL PANEL WIRED ASS'Y
14.	009-4694	COINCO COIN DOOR
15.	004-4325	WOOD CABINET ASS'Y
16.	008-4722	LINE CORD
17.	801-3080	CONTROL PANEL OVERLAY

"TIME PILOT"

GAME DESCRIPTION

Continuing with its policy of producing high quality games, Centuri, Inc. adds to its successful line, "TIME PILOT."

Centuri incorporates into this game all the elements of sight and sound necessary to attract a player of any skill level.

The player controls his plane with the 8 way joystick and shoots at the enemies using "Fire" button. "TIME PILOT" consists of 5 different rounds of play which are as follows:

ROUND 1:

A.D. 1910 - The age of Biplane

The attackers are biplanes coming from random directions. Enemy plane shoots at your plane and throns, hand grenades when close to you. After 56 biplanes are destroyed, the "Mother-Ship" appears: a giant airballoon shooting at you! Only 7 hits will destroy the "Mother-Ship." During the same stage, one to five parachutes will appear. Dock with them for bonus points.

ROUND 2:

A.D. 1940 - The age of Monoplane

Enemies are: monoplane fighters, middle size bombers and large bomber ("Mother-Ship"). Middle size bombers are aiming constantly at your plane! It could be destroyed by 4 hits and awards 1,500 points.

ROUND 3:

A.D. 1970 - The age of Helicopter

Enemies now are helicopters and large one ("Mother-Ship"). As a new level of difficulty, the helicopters are using homing missiles.

ROUND 4:

A.D. 1982 - The age of Jetplane

The enemies are modern jet fighters shooting and launching homing missiles. A modern large jet bomber is the "Mother-Ship." This is one of the most difficult rounds of the game due to increased speed of jet fighters and random direction attacks.

ROUND 5:

A.D. 2001 - The age of U.F.O.

Hard to be reached and very hard to be passed. Great number of U.F.O.'s are attacking from any direction changing their angles of attack and throwing at your plane two types of "Alien Weapons." The stage is fast paced and the "Mother-Ship", a superfortress U.F.O., can not be so easily destroyed.

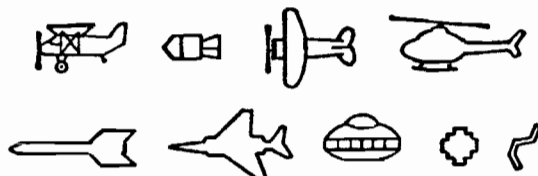
The next, Round 6, is identical with Round 1, but the number of planes attacking you, the speed and number of shots and grenades are gradually increased.

"TIME PILOT" continues with Round 7, 8, ... making your mission harder and harder. The game is all over when all your planes are destroyed.

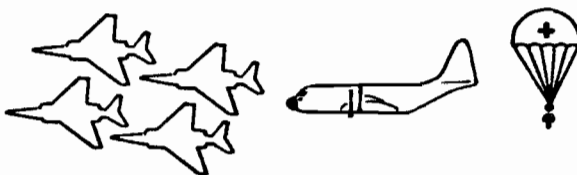
GAME INSTRUCTIONS

1. Control your plane with joystick. Avoid being hit by bullets, bombs and missiles. Do not crash into enemy planes.
2. Advance to next stage by destroying 56 enemies and 7 hits on "Mother Ship."
3. Dock with parachutes for bonus points.
4. Bonus plane after 10,000 points, 60,000 points and each additional 50,000 points.
5. Game over when all your planes are destroyed.

SCORING



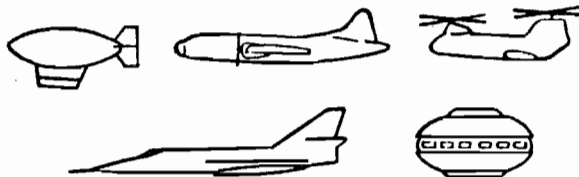
100 PTS. EACH



ENEMY
FORMATION
2,000 PTS.

MIDDLE-SIZE
BOMBER
1,500 PTS.

PARACHUTIST
1st 1,000 PTS.
2nd 2,000 PTS....ETC.



MOTHER-SHIPS 3,000 PTS.

DIP SWITCH SETTINGS

The following Dip Switches for the Game "TIME PILOT" are found on the C.P.U. Board. The settings are a guide in selecting optional game format.

DIP 1 SW SET

1 COIN 1 SW SET

SW	1	2	3	4	COIN	PLAY
	OFF	OFF	OFF	OFF	1	1
	ON	OFF	OFF	OFF	1	2
	OFF	ON	OFF	OFF	1	3
	ON	ON	OFF	OFF	1	4
	OFF	OFF	ON	OFF	1	5
	ON	OFF	ON	OFF	1	6
	OFF	ON	ON	OFF	1	7
	ON	ON	ON	OFF	2	1
	OFF	OFF	OFF	ON	2	3
	ON	OFF	OFF	ON	2	5
	OFF	ON	OFF	ON	3	1
	ON	ON	OFF	ON	3	2
	OFF	OFF	ON	ON	3	4
	ON	OFF	ON	ON	4	1
	OFF	ON	ON	ON	4	3
	ON	ON	ON	ON	FREE PLAY	

2 COIN 2 SW SET

SW	5	6	7	8	COIN	PLAY
	OFF	OFF	OFF	OFF	1	1
	ON	OFF	OFF	OFF	1	2
	OFF	ON	OFF	OFF	1	3
	ON	ON	OFF	OFF	1	4
	OFF	OFF	ON	OFF	1	5
	ON	OFF	ON	OFF	1	6
	OFF	ON	ON	OFF	1	7
	ON	ON	ON	OFF	2	1
	OFF	OFF	OFF	ON	2	3
	ON	OFF	OFF	ON	2	5
	OFF	ON	OFF	ON	3	1
	ON	ON	OFF	ON	3	2
	OFF	OFF	ON	ON	3	4
	ON	OFF	ON	ON	4	1
	OFF	ON	ON	ON	4	3
	ON	ON	ON	ON	FREE PLAY	

DIP 2 SW SET

3 THE NUMBER OF PLANES

SW	1	2	NUMBER
O	OFF	OFF	3
	ON	OFF	4
	OFF	ON	5
	ON	ON	256

4 TYPE OF GAME

SW	3	TYPE
	OFF	TABLE
	ON	UP RIGHT

5 BONUS SET

SW	4	BONUS POINT
O	OFF	10,000 Pts. and after every 50,000 Pts.
	ON	20,000 Pts. and after every 60,000 Pts.

6 DIFFICULTY OF THE GAME SET

SW	5	6	7	
O	OFF	OFF	OFF	1 (VERY EASY)
	ON	OFF	OFF	2 (EASY)
	OFF	ON	OFF	3
	ON	ON	OFF	4
	OFF	OFF	ON	5
	ON	OFF	ON	6
	OFF	ON	ON	7 (DIFFICULT)
	ON	ON	ON	8 (VERY DIFFICULT)

7 MUSIC IN ATTRACTIVE MODE

SW	8	MUSIC IN ATTRACTIVE
O	OFF	OFF
	ON	ON

O NORMAL SETTING

INSTALLATION

Your game was shipped from the factory in ready-to-play condition. A brief inspection is suggested before the machine is removed from the carton. If there is damage to the shipping carton, contact the freight carrier for claim purposes. External damage could indicate possible damage to the cabinet and/or electronics components.

After the carton has been satisfactorily inspected, remove the machine from the shipping carton.

Examine the interior of the game for disconnected wires, cables, or harnesses. Make sure the electronic devices are securely mounted in their sockets, etc. Record the game serial number, since it will be required for reference and servicing.

ELECTRICAL REQUIREMENTS

Unless otherwise specified, this game is set to operate at 110 Volts A.C. (See Fig. 2 and 110/220 VAC conversion instructions.)

Power supply chassis schematic information and parts list are included in this manual.

110/220 VAC CONVERSION INSTRUCTIONS

This game contains a harness configuration which allows the machine to be operated from either a 110 VAC or 220 VAC, 50 Hz or 60 Hz power source. All games shipped from Centuri, Inc., are in the 220 VAC configuration. To change to the 220 VAC configuration follow the procedure below.

FIRST: Unplug the machine from the wall outlet to completely eliminate shock hazards.

SECOND: Remove the single 3 AMP slow-blow fuse found in the A.C. Distribution Bracket, and install two, 1.5 AMP slow-blow fuses. Next cut the #18 AWG. white jumper at both ends of the fuse holder, and replace the cover.

THIRD: On the game power transformer, locate the "orange" jumper plug which is marked, 110 VAC. Unplug the "orange" jumper, and plug in the "red" jumper marked 220 VAC.

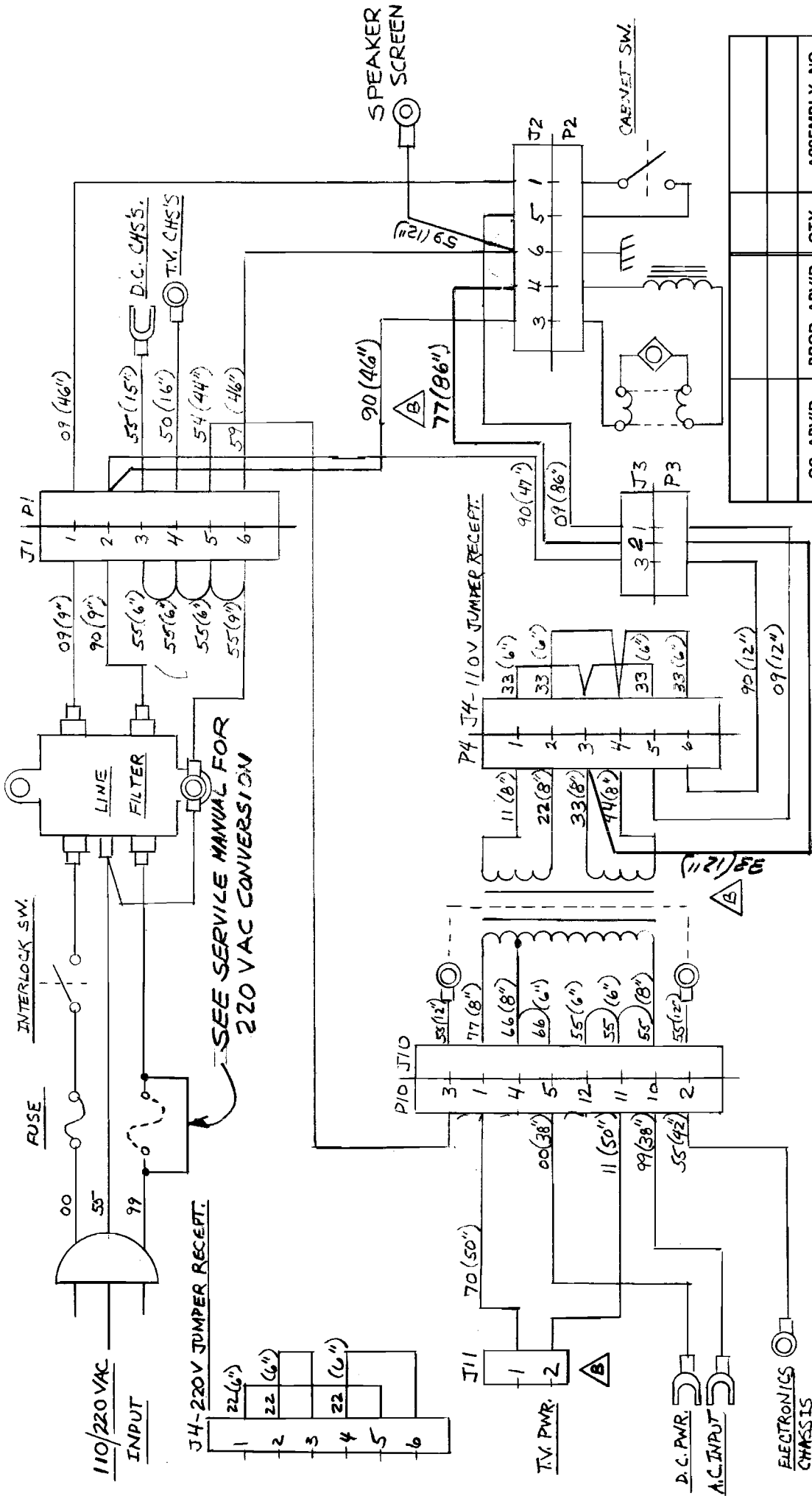
To revert back to 110 VAC, replace the components originally removed from the Steps above.

***NOTE: The common side of the A.C. Line must not be fused in the 110 VAC configuration - Replace the #18 AWG., white jumper wire.

(Refer also to FIG. 2, 110/220 POWER INTERCONNECT DIAGRAM, #370-10-0400B)

THE MATERIAL CONTAINED HEREIN IS CONFIDENTIAL AND NO PART OF IT CAN BE REPRODUCED WITHOUT THE EXPRESSED PERMISSION OF CENTURI, INC.

FIGURE 2



TOLERANCES		Unless Otherwise Specified	
FRACTIONS	± 1/32		
DECIMALS 2 PL	± .015		
DECIMALS 3 PL	± .005		
HOLES	+ .003		
ANGLES	- .001		
SHT. MET BENDS	± 1/2°		

REV. LET.	ECN NO.	REVISION	BY
B		DELETED TV ROW 3 ADDED WIRE 33 (12") & 77 (86").	
A			

QC. APV'D	PROD. APV'D	QTY.	ASSEMBLY NO

centuri inc.		HIALEAH, FLORIDA 33014	
NAME		110/220V POWER INTERCONNECT DIAG	
MATERIALS		HEAT TREAT.	
DWN	APP'D	DATE	PART NO.
VAF	[Signature]	5-8-81	370-10-0400
REV.		SCALE	FINISH
B			

ROUTINE MAINTENANCE & SERVICE

Because of the solid state electronic circuitry, this machine should require very little maintenance, and only occasional adjustments. However, it is necessary to take steps to insure this.

The volume control is located on the bottom side of the printed circuit board, farthest from the side of the cabinet, and can be accessed through the rear door.

The video monitor has been properly adjusted before shipping. Occasionally minor adjustments are necessary. Technical information, along with schematics, can be found in this manual. Adjustment controls for the monitor are located on the rear of the monitor.

"DO NOT MAKE ANY ADJUSTMENTS ON THIS MACHINE WHILE THE POWER IS ON!" This machine should only be adjusted by a "qualified" technician.

For Service Information, contact:

CENTURI, INC.

CUSTOMER SERVICE DEPARTMENT

#800-327-7710 (Outside the State of Fla.)

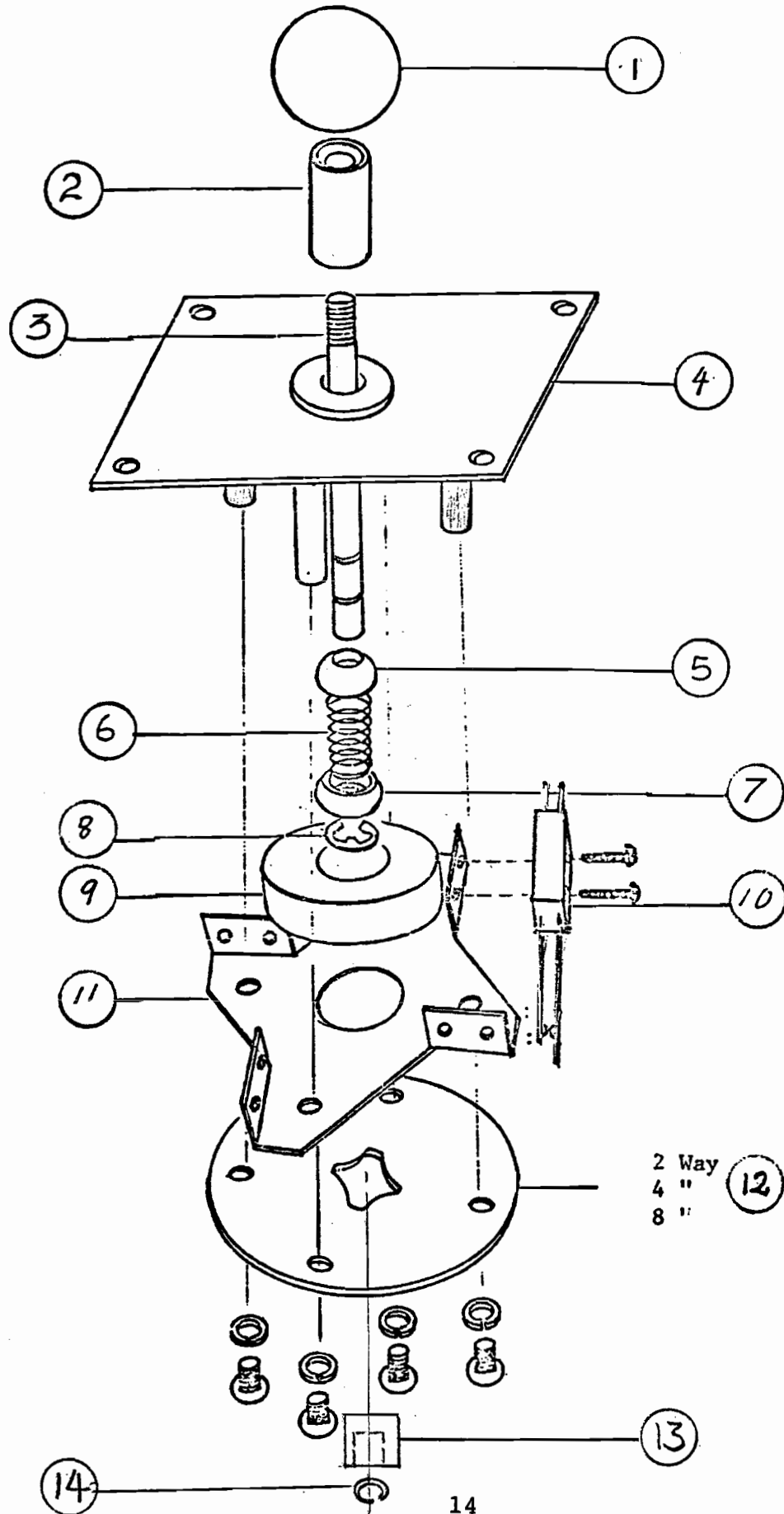
#305-556-5888 (In Florida)

POWER SUPPLY

The Computer Board in this game operates most efficiently and reliably when the power supply is set so the voltage on the Board is 5.0 Volts, ± 0.1 Volts. To check this, place a meter across 5 Volts, and ground, at the edge connector. If necessary, adjust the screwdriver control on the power supply, so the meter reads between 4.9 and 5.1 Volts.

(FIG. 3) EXPLODED VIEW OF JOYSTICK ASS'Y

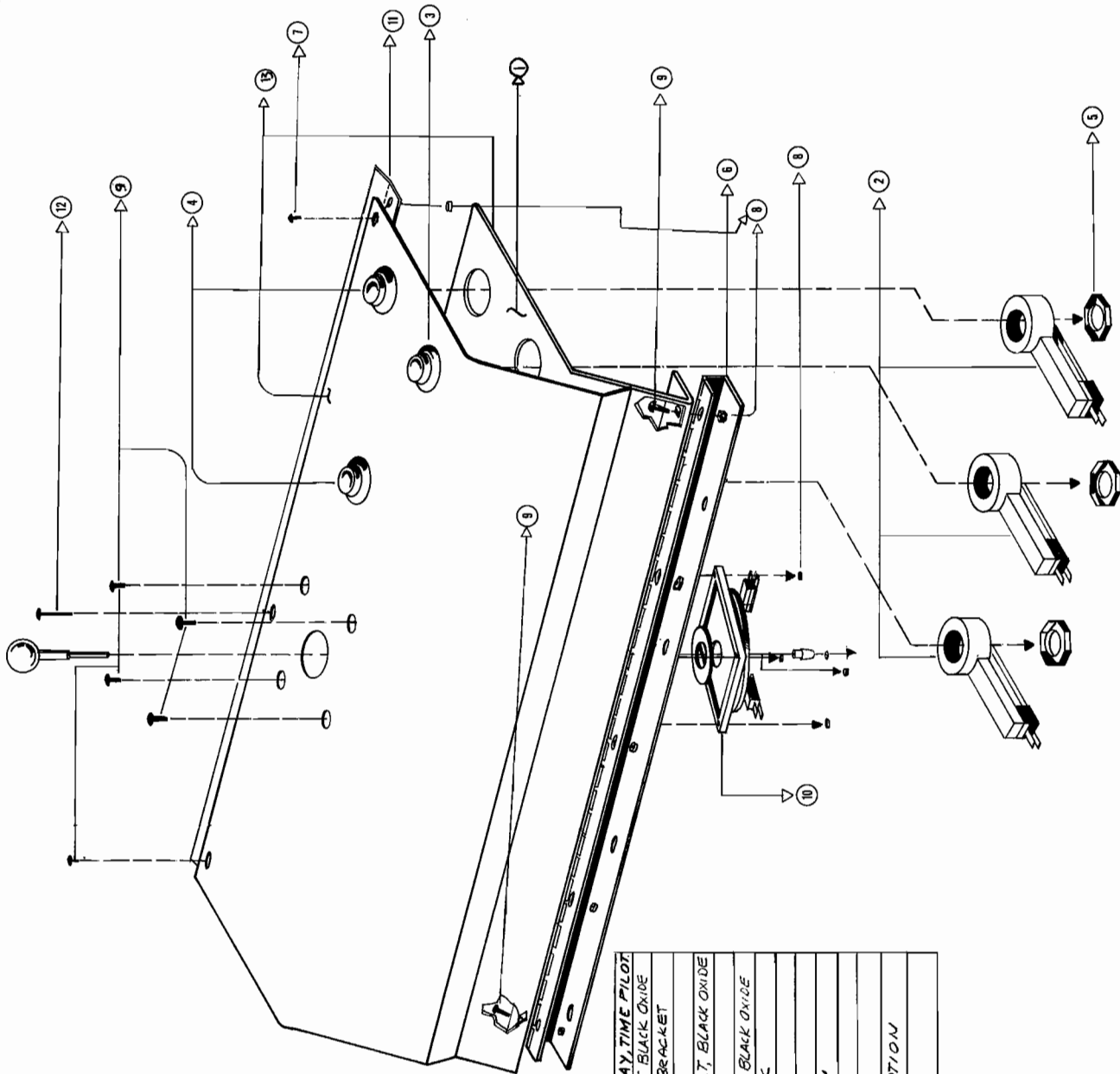
2-4-8 Way JOYSTICK



JOYSTICK 8 WAY MONROE LEAF SW. ASS'Y

PARTS LIST

<u>ITEM</u>	<u>CENTURI P/N:</u>	<u>DESCRIPTION:</u>	<u>QNTY.</u>
1.	409-1183	1 ³ / ₈ " O.D. BALL	1
2.	607-0028	SPACER	1
3.	607-0029	SHAFT	1
4.	409-1186	TOP PLATE WELDING ASS'Y	1
5.	409-1187	TOP BALL	1
6.	409-1188	SPRING	1
7.	409-1189	BOTTOM BALL	1
8.	409-1190	E-RING	1
9.	409-1191	NYLON ACTUATOR	1
10.	409-1182	MOLDED BLADE SW., WICO	4
11.	409-1195	BOTTOM SUPPORT PLATE	1
12.	409-1192	2 WAY FUNCTION PLATE	1
	409-1193	4 WAY FUNCTION PLATE	1
	409-1194	8 WAY FUNCTION PLATE	1
13.	702-1199	ROLLER	1
14.	702-1200	C- RING	1



CONTROL PANEL

13	1	801-3080	CONTROL PANEL OVERLAY, TIME PILOT
12	2	111-2326	#10-24 X 1 3/4 CARRIAGE BOLT, BLACK OXIDE
11	1	302-2585	DECK & GLASS ANGLE BRACKET
10	1	702-1197	JOYSTICK, 8 POSITION
9	5	111-2323	#10-24 X 3/4 CARRIAGE BOLT, BLACK OXIDE
8	14	115-2384	#10-24 KEP NUT
7	6	111-2322	#10-24 X 1/2 CARRIAGE BOLT, BLACK OXIDE
6	1	306-2661	HINGE, CONTROL DECK
5	3	103-0951	PAL NUT
4	2	701-1171	RED BUTTON ASS'Y
3	1	701-1170	WHITE BUTTON ASS'Y
2	3	409-1163	SWITCH & BRACKET
1	1	301-2518	CONTROL PANEL
	ITEM QTY	PARNT N ^o	DESCRIPTION
			BILL OF MATERIALS

(FIG,4) EXPLODED VIEW OF CONTROL PANEL ASS'Y.

2800-0 FRONT PLATE EXPLODED VIEW

(FIGURE 5)

PARTS LIST

<u>NO.</u>	<u>CENTURI P/N:</u>	<u>MANUFACTURING P/N:</u>	<u>DESCRIPTION:</u>
1.	50270144	5031-10	25¢ COIN ACCEPTOR
5.	50270169	904717	LAMP SOCKET
6.	50270170	904716	#47 LAMP (6.3 VOLT)
8.	50270172	404464	INNER PANEL/LEVER ASS'Y.
10.	50270145	904591	COIN RETURN BUTTON
11.	50270146	904703	25¢ PRICE DECAL
12.	50270147	904589-2	REJECT COVER BUTTON (25¢)
16.	50270149	904588	COIN INLET HOUSING
17.	50270157	904590	COIN RETURN BEZEL
18.	50270150	904599	COIN RETURN DOOR
19.	50270173	404463	FRONTPLATE ASS'Y. (3 ¹ / ₈ "x9 ¹ / ₄ "
21.	50270168	905115	BAR
25.	50270141	900651	RETAINER
26.	50270142	904710-1	SWITCH-WIRE, SILVER
27.	50130061	904845	SWITCH
29.	50270165	404354	12 VOLT C.R.E.M. ASS'Y.
30.	50270164	904762	SWITCH COVER

2800 SERIES COIN DOOR EXPLODED VIEW

25¢ U.S. COIN

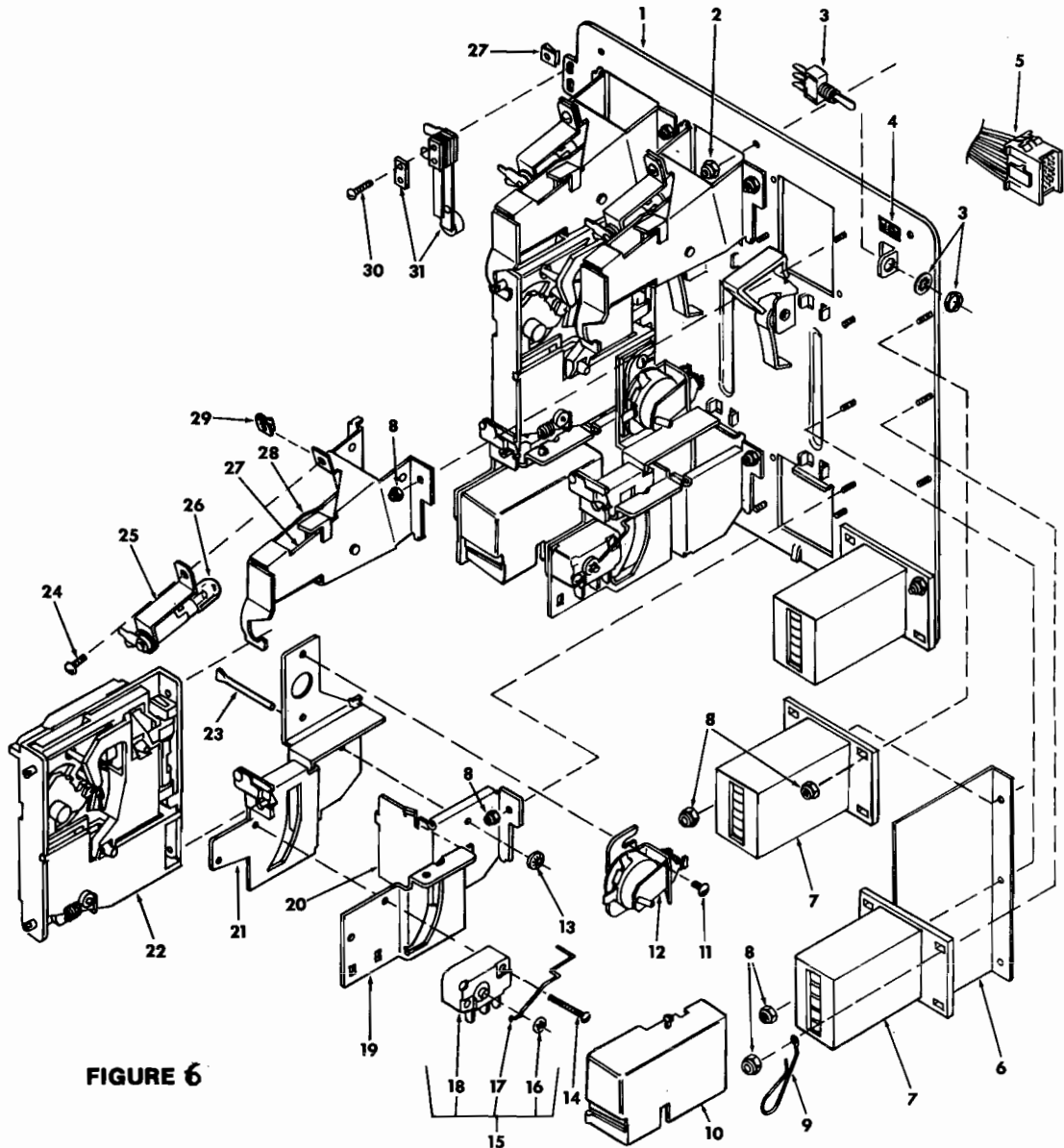


FIGURE 6

Index No.	Part No.	Description	Index No.	Part No.	Description
1	404429	Inner Panel With Levers Sub-Assembly	17	904710-1	Silver Switch Wire — for U.S. 25¢ Coin
2	400-8	Nut	18	904845	Switch
3	904782	Toggle Switch	19	904701	Coin Chute
4	904706	Test Switch Decal	20	904598	Coin Return Box
5		Custom Harness Assembly	21	404428	Switch and C.R.E.M. Coil Bracket Assembly
6	904822	Insulation	22	5301-10	25¢ Acceptor
7	404352	Coin Counter Assembly (6 Volt D.C.)	23	905115	Bar
8	400-4	Nut	24	110-4-6	Screw
9	904722	Wire Key Holder	25	904717	Miniature Bayonet-Base Lamp Socket
10	904762	Switch Cover	26	904716	#47 Lamp (6.3 Volt)
11	100-6-3	Screw	27	404418	Coin Inlet Chute Sub-Assembly
12	404354	C.R.E.M. Coil Assembly. 12 Volts D.C.	28	904594	Right Half of Coin Inlet Chute
13	904936	Keeper	29	904712	"U"-Type Fastener
14	100-4-12	Screw	30	116-4-8	Screw
15	404353	Coin Switch Assembly for U.S. 25¢ Coin	31	904704	Slam Switch Assembly
16	900651	Retainer			

2800 SERIES COIN DOOR EXPLODED VIEW

25¢ U.S. COIN

(FIGURE 6)

PARTS LIST

<u>NO.</u>	<u>CENTURI P/N:</u>	<u>MANUFACTURING P/N:</u>	<u>DESCRIPTION:</u>
1.	50270160	404429	INNER PANEL w/LEVERS SUBASS'Y.
3.	50130062	904782	TOGGLE SWITCH
4.	50270161	904706	TEST SWITCH DECAL
5.	364-62-1000A	-----	CUSTOM HARNESS ASS'Y.
6.	50270162	904822	INSULATION
7.	50270140	404352	COIN COUNTER ASS'Y.
9.	50270163	904722	WIRE KEY HOLDER
10.	50270164	904762	SWITCH COVER
12.	50270165	404354	C.R.E.M. COIL ASS'Y. (12 VOLT D.C.)
17.	50270142	904710-1	SILVER SWITCH WIRE- FOR 25¢ U.S. COIN
18.	50130061	904845	SWITCH
19.	50270143	904701	COIN CHUTE
20.	50270166	904598	COIN RETURN BOX
21.	50270167	404428	SWITCH & C.R.E.M. COIL BRACKET ASS'Y.
22.	50270144	5301-10	25¢ ACCEPTOR
23.	50270168	905115	BAR
25.	50270169	904717	MINIATURE BAYONET-BASE LAMP SOCKET
26.	50270170	904716	#47 LAMP (6.3 VOLTS)
27.	50270171	404418	COIN INLET CHUTE-SUBASS'Y.
31.	50130063	904707	SLAM SWITCH ASSEMBLY

**2800 SERIES COIN DOOR EXPLODED VIEW
25¢ U.S. COIN**

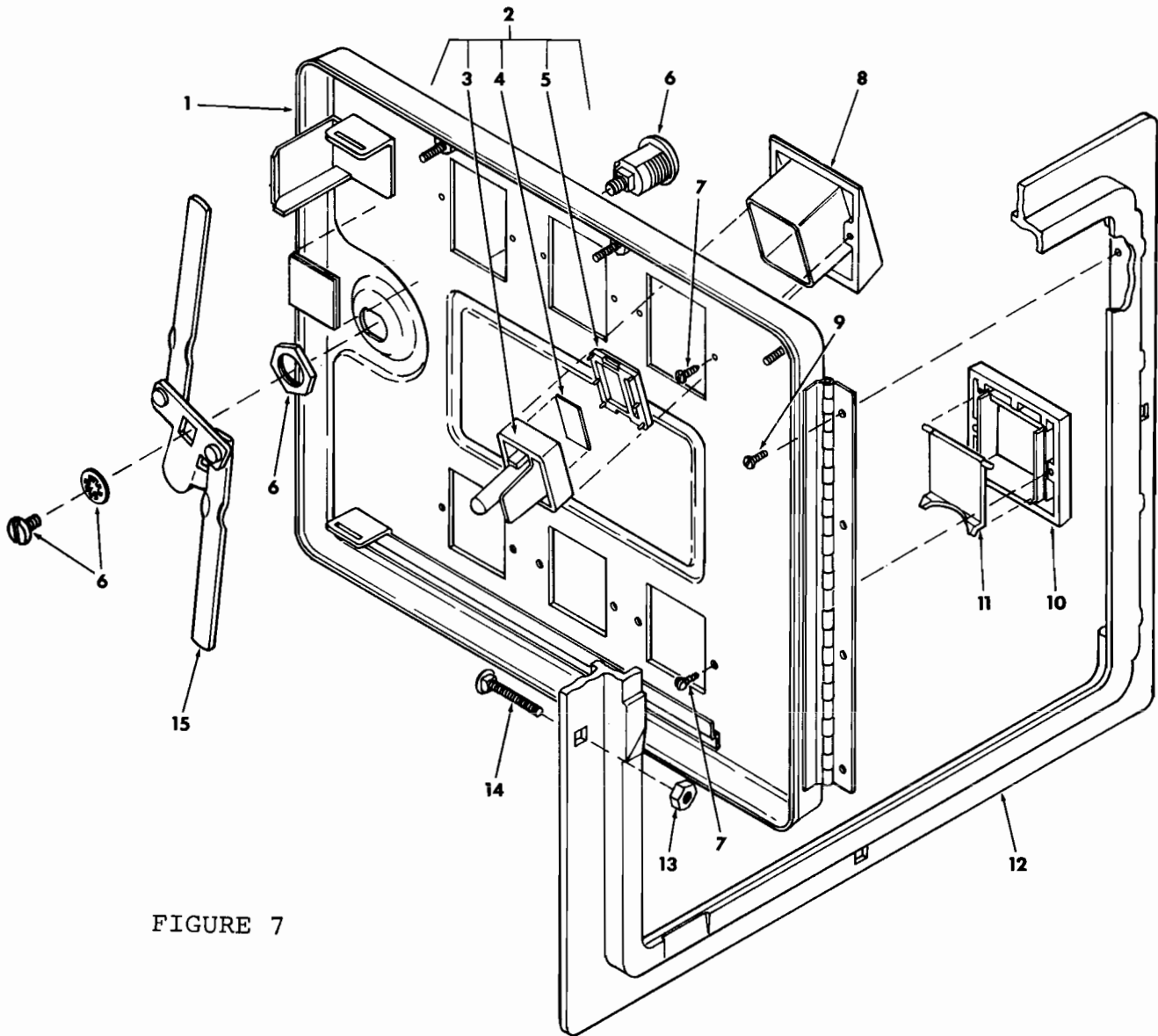


FIGURE 7

Index No.	Part No.	Description	Index No.	Part No.	Description
1	404341	Coin Door Only (2 Coin)	7	345-4-5	Screw
	404341-1	Coin Door Only (3 Coin)	8	904588	Coin Button Housing
2	404348-1	Coin Return Button Assembly for U.S. 25¢ Coin	9	325-4-4	Screw
3	904591	Coin Return Button	10	904590	Coin Return Bezel
4	904703	U.S. 25¢ Price Decal	11	904599	Coin Return Cover
5	904589-2	Coin Return Button Cover for U.S. 25¢ Coin	12	904581	Coin Door Frame, 11-5/8" x 13-3/8" Mounts in a 10-3/8" x 12-3/16" Opening
6	904707-1	Lock Assembly	13	406-416	Hex Nut
			14	904734	Carriage Bolt
			15	404357	Locking Arm Assembly

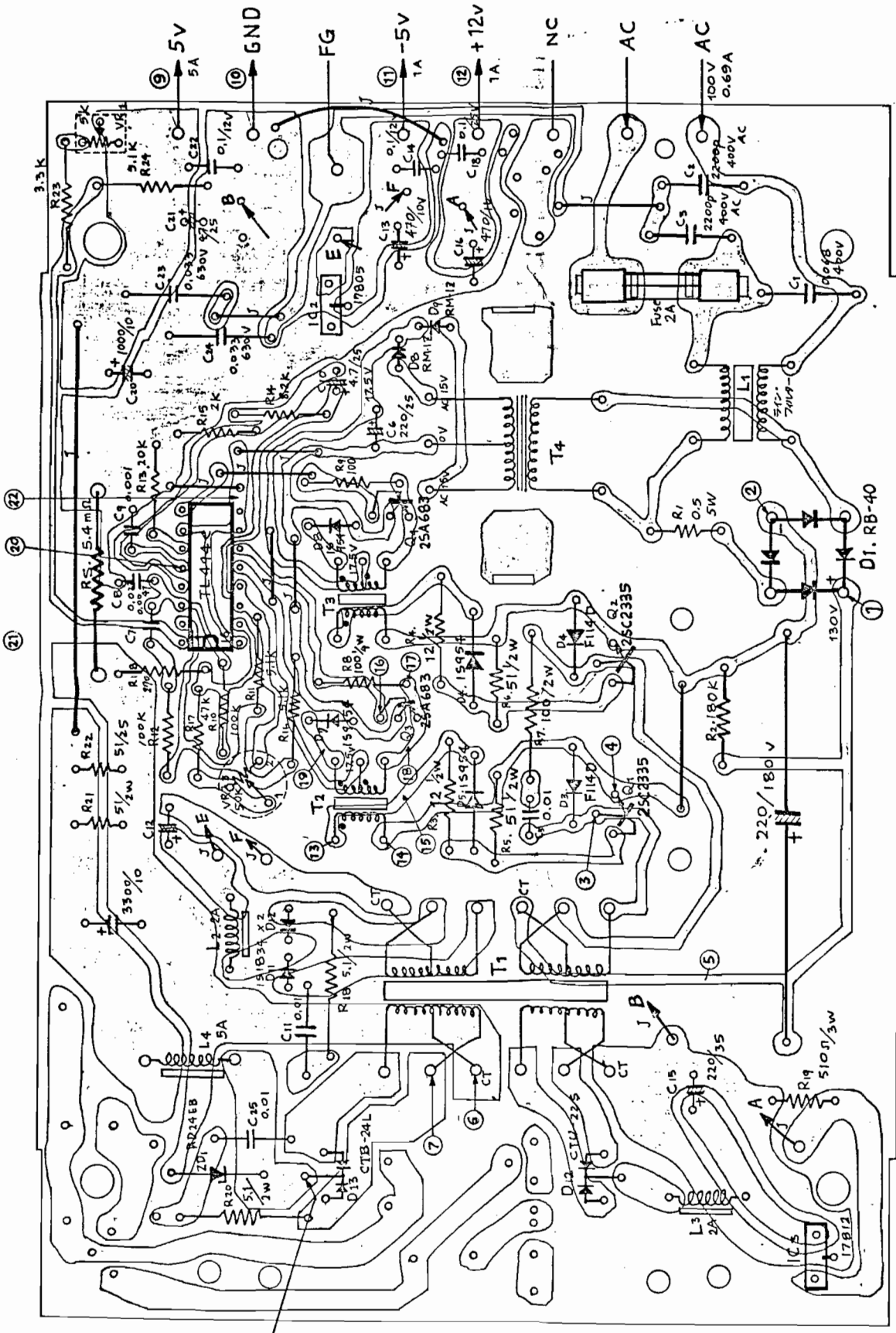
2800 SERIES COIN DOOR EXPLODED VIEW

25¢ U.S. COIN

(FIGURE 7)

PARTS LIST

<u>NO.</u>	<u>CENTURI P/N:</u>	<u>MANUFACTURING P/N:</u>	<u>DESCRIPTION:</u>
1.	50270152	404341	COIN DOOR ONLY (2 COIN)
2.	50270158	404348-1	COIN DOOR BUTTON ASS'Y. FOR U.S. 25¢ COIN
3.	50270145	904591	COIN RETURN BUTTON
4.	50270146	904703	U.S. 25¢ PRICE DECAL
5.	50270147	904589-2	COIN RETURN BUTTON COVER
6.	50270148	904707-1	LOCK ASSEMBLY w/KEYS
8.	50270149	904588	COIN BUTTON HOUSING (INLET HOUSING)
10.	50270157	904590	COIN RETURN BEZEL
11.	50270150	904599	COIN RETURN COVER
12.	50270151	904581	COIN DOOR FRAME (11 5/8"x13 3/8")
15.	50270159	404357	LOCKING ARM ASSEMBLY



CENTURI	PAGE 2 OF 2
#50350006 POWER SUPPLY	

PSR-5110 SWITCHING POWER SUPPLY

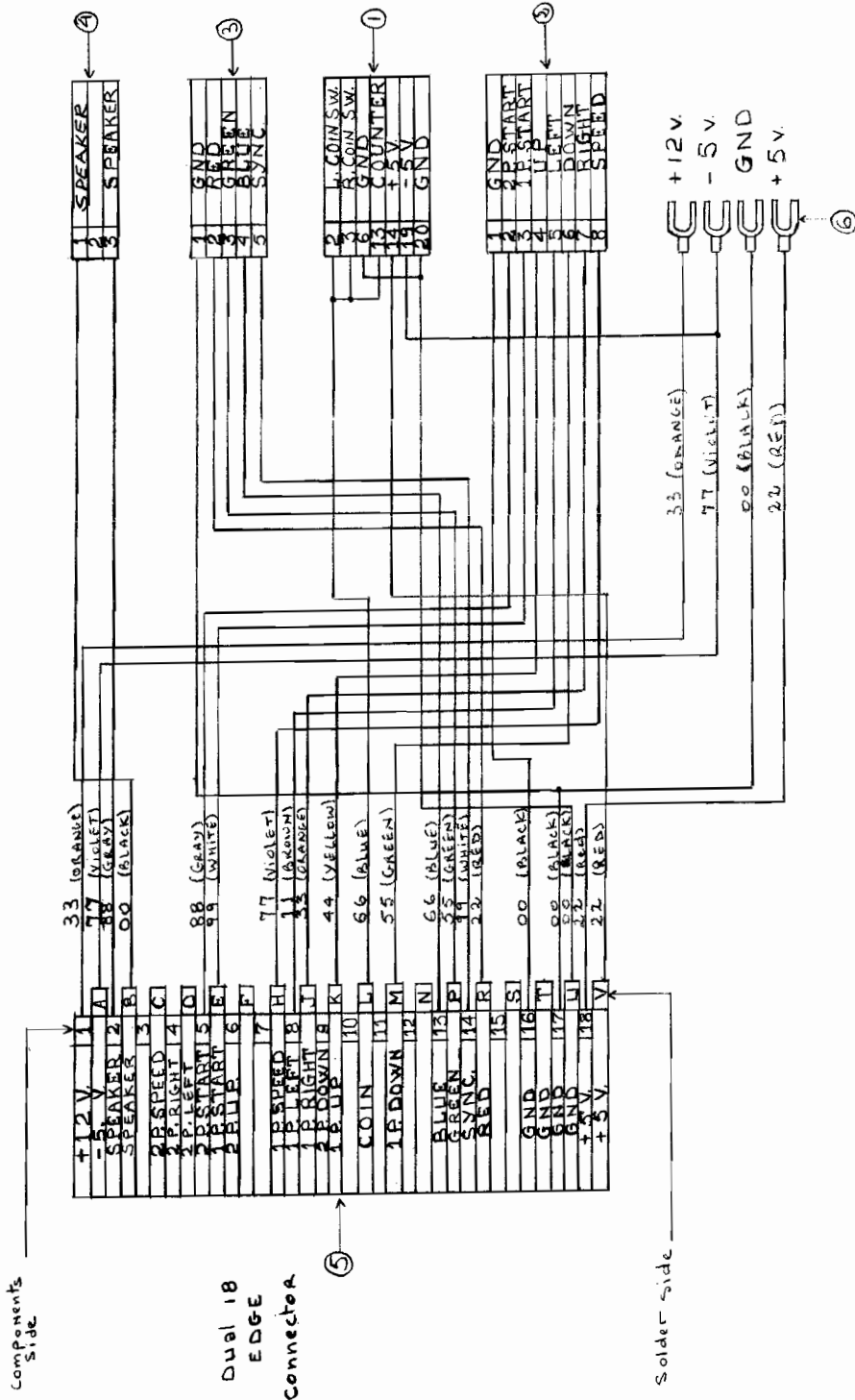
PSR-5110 SWITCHING POWER SUPPLYPARTS LIST

<u>SYMBOL:</u>	<u>DESCRIPTION:</u>	<u>QNTY.</u>
D1	STACK DIODE	1
D8, D9	RECTIFIER	2
D2, D3	HIGH SPEED DIODE	2
D4, D5, D6, D7	HIGH SPEED DIODE	4
D13	HIGH SPEED DIODE	1
D12	HIGH SPEED DIODE	1
D10, D11	HIGH SPEED DIODE	2
ZD1	ZENER DIODE	1
Q1, Q2	TRANSISTOR	2
IC1	I.C.	1
IC2	I.C.	1
IC3	I.C.	1
T1	PULSE POWER TRANSFORMER	1
T2, T3	PULSE DRIVE TRANSFORMER	2
T4	BIAS TRANSFORMER	1
L2, L3	R.F. CHOK TRANSFORMER	2
L4	R.F. CHOK TRANSFORMER	1
L1	A.C. LINE FILTER	1
C2, C3	LINE BY-PASS CONDENSER	3
C1, C23, C24	METALIZED POLIESTER CONDENSER	3
C9	MYLAR CONDENSER	1
C7	MYLAR CONDENSER	1
C11, C25	MYLAR CONDENSER	2
C8	MYLAR CONDENSER	1
C5	CERAMIC CONDENSER	1
C14, C18, C24	CERAMIC CONDENSER	3
C10, C21	ELECTROLYTIC CONDENSER	2
C13, C16	ELECTROLYTIC CONDENSER	2
C20	ELECTROLYTIC CONDENSER	1
C19	ELECTROLYTIC CONDENSER	1
C12, C15	ELECTROLYTIC CONDENSER	2
C6	ELECTROLYTIC CONDENSER	1
C4	ELECTROLYTIC CONDENSER	1
R1	CEMENT FUSE RESISTOR	1
R21, R22	METAL RESISTOR	2
R19	METAL RESISTOR	1
R7	METAL RESISTOR	1
R18, R20	METAL RESISTOR	2
R2, R3, R4, R5, R6, R8, R9, R10, R11, R12, R13, R14, R15, R16, R17, R18, R23, R24	METAL RESISTOR	18
RS	MANGAN WIRE, 5.4M, OHM	1
VR1	SEMI-FIXED RESISTOR	1
VR2	SEMI FIXED RESISTOR	1
F1	FUSE	1
F2	FUSE HOLDER	1
10m/m	NICKEL WIRE, 0.7 ϕ	1
150m/m	TUBE, 1.0 ϕ	1
100m/m	TUBE, 1.5 ϕ	1
J11	LEAD WIRE	1

PSR-5110 SWITCHING POWER SUPPLYPARTS LIST

<u>SYMBOL:</u>	<u>DESCRIPTION:</u>	<u>QNTY.</u>
J12	LEAD WIRE	1
J13	LEAD WIRE	1
J14	LEAD WIRE	1
	BIND TUBE	3
SM221	MAIN P.C. BOARD	1
	TERMINAL	1
	RATING LABEL	1
	TERMINAL LABEL	1
	BIND SCREW	5
	TRUSS SCREW	8
	TAPPING SCREW	13
	HEX NUT	7
	FLAT WASHER	7
	RECTANGULAR WASHER	6
	SPRING WASHER	7
	MICA WASHER	12
	INSULATION BUSHING	6
	TOP CASE/BOTTOM CASE	2
	FRONT PANEL	1
	REAR PANEL	1
	TERMINAL SUPPORT	1
	HEAT SINK A	1
	HEAT SINK B	1
	HEAT SINK C	1
	HEAT SINK D	1
	METAL HOLDER	4

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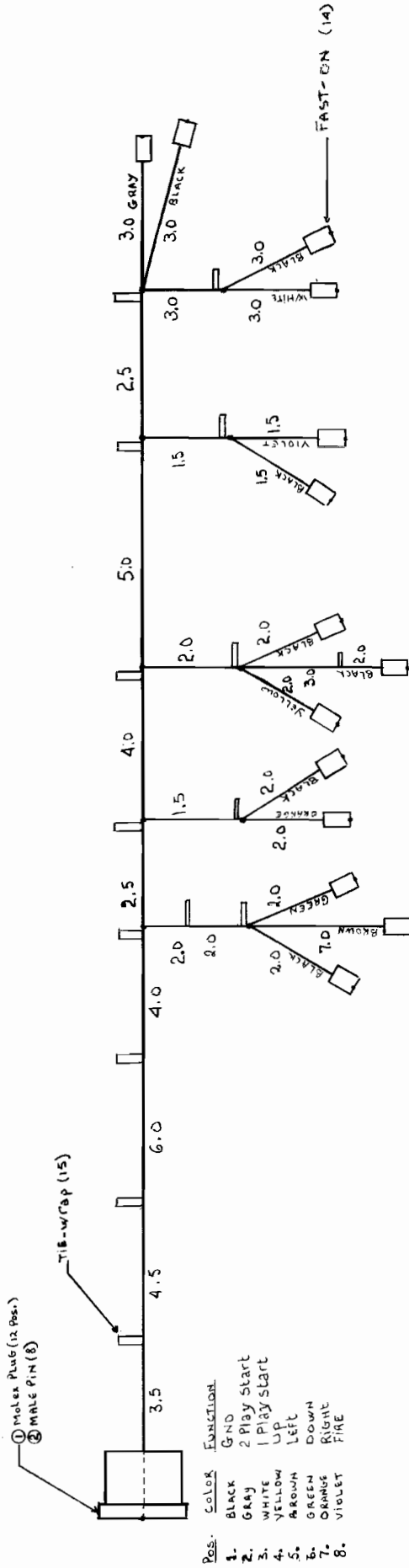


QTY	PART N°	DESCRIPTION
22	18	TY-WRAPS 4"
21	85"	" " WHITE "
20	110"	" " GRAY "
19	100"	" " VIOLET "
18	108"	" " BLUE "
17	85"	" " GREEN "
16	48"	" " YELLOW "
15	66"	" " ORANGE "
14	81"	" " RED "
13	48"	" " BROWN "
12	194"	" " BLACK 22AWG
11	18"	" " BLACK "
10	18"	INSUL. WIRE RED 18AWG
9	21	CRIMP term. (MOLEX # 03-03-0303)
8	7	FEMALE PIN (350865-1)
7	15	FEMALE PIN (02-59-1116)
6	4	INSULATED OPEN LUG
5	1	DUAL 18 EDGE CONN. (09-50-572)
4	1	3 PIN RECEPT. (MOLEX # 03-04-1031)
3	1	6 PIN RECEPT. (MOLEX # 03-04-1061)
2	1	12 PIN RECEPT. (MOLEX # 03-04-1125)
1	1	24 PIN RECEPT. (AMP # 1-310216-1)

BILL OF MATERIAL			
QC. APVD	PROD. APVD	QTY.	ASSEMBLY NO.
centuri inc.			
NAME C.P.U. HARNESS (LOCOMOTION) HIALEAH, FLORIDA 33014			
MATERIALS			
DATE 2/15/82	SCALE	HEAT TREAT.	FINISH
DWN BY	PART NO. 382-12-0100		REV.

TOLERANCES	
Unless Otherwise Specified	
FRACTIONS	± 1/32
DECIMALS 2 PL	± .015
DECIMALS 3 PL	± .005
HOLES	± .003
ANGLES	± .001
SHT. MET BENDS	± 2

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- Pos. COLOR FUNCTION
1. BLACK GND
 2. GRAY 2 Play Start
 3. WHITE 1 Play Start
 4. YELLOW UP
 5. GREEN DOWN
 6. ORANGE RIGHT
 7. VIOLET FIRE
 - 8.

TOLERANCES		Unless Otherwise Specified	
FRACTIONS	±	1/32	
DECIMALS 2 PL	±	.015	
DECIMALS 3 PL	±	.005	
HOLES	±	.003	
ANGLES	±	.001	
SHT. MET BENDS	±	1/2°	2

REV. LET.	ECN NO.	BY	REVISION

QC. APV'D	PROD. APV'D	QTY.	ASSEMBLY NO.

centuri inc.		HIALEAH, FLORIDA 33014	
NAME CONTROL PANEL HARNESS			
MATERIALS		HEAT TREAT. FINISH	
DWN. DATE	SCALE	PART NO.	REV.
10/18/82	1/2"	008-4878	



centuri inc.™

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