



# VANGUARD®

# **VANGUARD**

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# VANGUARD

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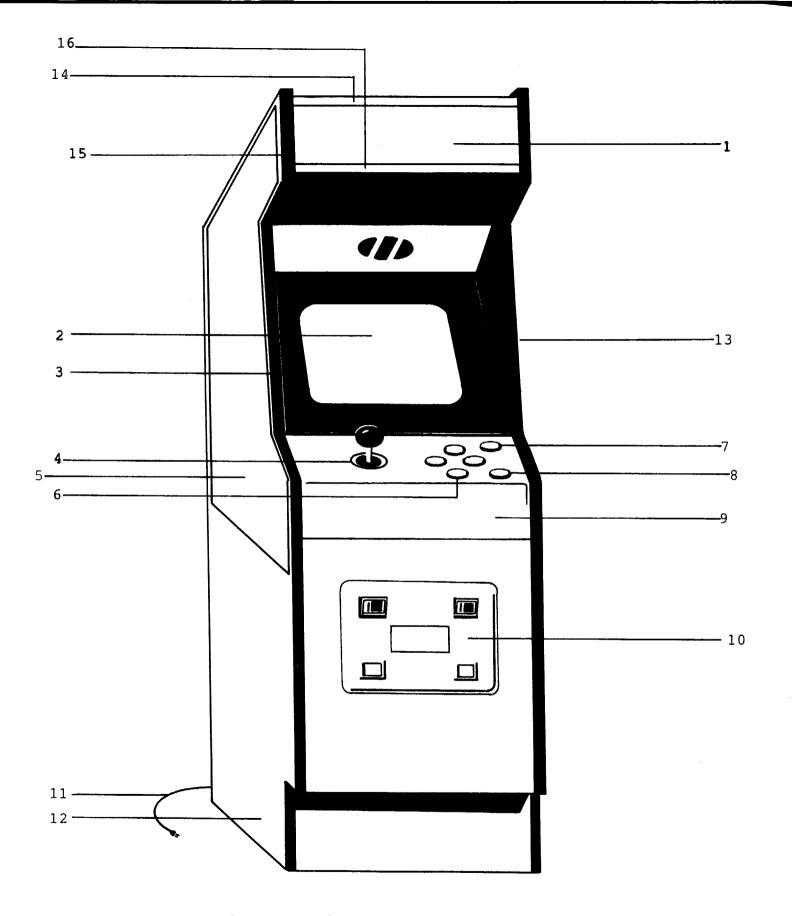
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#### USER INFORMATION - F.C.C.

#### WARNING:

THIS EQUIPMENT GENERATES, USES AND CAN RADIATE RADIO FREQUENCY ENERGY AND IF NOT INSTALLED AND USED IN ACCORDDANCE WITH THE INSTRUCTIONS MANUAL, MAY CAUSE INTERFERENCE TO RADIO COMMUNICATIONS. AS TEMPORARILY PERMITTED BY REGULATION, IT HAS NOT BEEN TESTED FOR COMPLIANCE PURSUANT TO SUBPART J OF PART 15 OF F.C.C. RULES, WHICH ARE DESIGNED TO PROVIDE REASONABLE PROTECTION AGAINST SUCH INTERFERENCE. 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.



(FIG,1) CABINET

# CABINET (FIGURE 1) PARTS LIST

NO.	CENTURI P/N:	DESCRIPTION:
1.	375-06-0100	MARQUEE PANEL, SILK SCREENED
2.	361-04-1000	VIEWING GLASS
3.	375-06-0500	SILK SCREENED MONITOR OVERLAY
4.	50130070	JOYSTICK, 8 POSITION
5.	375-06-0200	LEFT HAND SIDE DECAL
6.		FIRE BUTTONS
7.		ONE PLAYER START BUTTON
8.		TWO PLAYER START BUTTON
9.	375-14-0100	CONTROL DECK WIRED ASSEMBLY
10.	360-14-0700	COINCO COIN DOOR (MODIFIED)
11.	361-12-0900A	A.C. LINE CORD HARNESS
12.	375-01-0900	WOOD CABINET ASSEMBLY
13.	375-06-0300	RIGHT HAND SIDE DECAL
14.	343-03-0200	MARQUEE TOP HOLD DOWN BRACKET
15.	361-10-0200	VINYL TRIM, 7 1/2" LONG
16.	361-03-0100	MARQUEE BOTTOM HOLD DOWN BRACKET

#### VANGUARD

VANGUARD is the newest addition in the line of Centuri video games. With its many colorful visual effects and unusual audio effects, this game is sure to be a challenge to even the most experienced player.

In this game there are twelve tunnels (rounds) to accomplish, with eight stages of play in the first tunnel, each varying in the remaining eleven tunnels.

A tunnel barometer found in the upper right corner of the viewing glass indicates which tunnel of play your spaceship is in. It also points out the exact position of your spaceship in each tunnel of play.

The first stage in tunnel one begins with a commanding voice bidding, "BON VOYAGE" to the spaceship. The ship journeys through a tunnel bordered with mountains of cubes, hued in blue and green. A short distance into the tunnel, the spaceship encounters the enemy Harley (50 Points) and Mist (70 Points). The spaceship must protect itself by firing upon the enemy with its four-directional missiles. When the spaceship passes through an Energy Zone, it becomes "energized", enabling it to crash into enemy rockets and missiles, and bordering mountains without destroying itself.

When the ship has successfully completed its journey through this zone, it proceeds to meet the challenges of stage II.

In this second stage of play, the spaceship travels upward through the Rainbow Zone, a tunnel edged with a rocky canyon of blue and white. Here it must defend itself against Helm (80 Points), a hazy white enemy ship, while travelling clear of destructive obstacles.

When the spaceship has completed its journey through this zone, it enters the unknown dimensions of the Stick Zone.

In this third stage of play, the spaceship continues its journey through the Stick Zone, a tunnel bordered with bright colored mountains, peaked in sticks of orange and green. A short distance into this tunnel, the spaceship again encounters the enemy Harley (50 Points) and Mist (70 Points). Successfully defending itself against these enemy ships, the spaceship proceeds into the rocky dimensions of stage IV.

In this stage, the spaceship descends through a second Rainbow Zone. Here it encounters the hazy pink enemy, Ammo (120 Points). Safely completing the distance of this Rainbow Zone, the spaceship enters the challenges of the Stripe Zone.

In this fifth stage of play, the spaceship must maneuver around mountains of stripes, bordered with a city of enemy bases and barriers.

These bases (100-400 Points) and barriers (800 Points), must be destroyed upon approach or the spaceship will explode upon contact. The spaceship must also dodge the path of Garime (100-400 Points), an enemy whose tentacles reel in and out waiting to destroy the passing spaceship.

When the end of the Stripe Zone is reached, the spaceship then ascends through another Rainbow Zone, encountering once again the enemy Helm (80 Points). This completes the spaceship's journey through stage VI.

Stage VII brings the spaceship into the dimensions of the Bleak Zone. Here a tunnel, bordered it tufts of finger-shaped obstacles, sweeps the spaceship upward where it first encounters the enemy Kemlus (100-400 Points), a laughing snake enemy. The spaceship may dock in the direct center of this enemy three times without being destroyed. With each successful dock a bonus of 1,090 Points is awarded.

Further into the Bleak Zone, the spaceship encounters a meteorlike enemy Romeda (100 Points). This enemy falls down through the tunnel in an attempt to crash into the spaceship and destroy it. Safely defeating the enemy of the Bleak Zone, the spaceship continues its journey to its final destination, stage VIII.

In this stage, the spaceship enters the Dock Zone, a tunnel outlined in silver and ruled by the enemy Gond (1,000-8,000 Points). When the spaceship has successfully attacked and destroyed this ruling enemy, a commanding voice shouts, "CONGRATULATIONS", while bursts of crystal light flash across the screen to designate a successful completion of the mission and the start of a new round.

# 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 Figure-8- and 110/220 VAC conversion instructions.

Power Supply Chasis schematic information and parts list are included in this manual.

#### FIGURE -1-

# 110/220 VAC CONVERSION INSTRUCTIONS

This video game has a harness configuration that allows the machine to be operated from either a 110 VAC or 220 VAC, 50 or  $60~{\rm Hz}$  power source. All games shipped from Centuri, Inc., are in the 110 VAC configuration. To change to the 220 VAC configuration perform the following:

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

SECOND: Remove the single 3 AMP slow-blow fuse in the A.C. Distrubution Bracket, and install two(2) 1.5 AMP slow-blow fuses. Now cut the #18 AWG. white jumper wire at both ends of the fuse holder and replace the cover.

THIRD: Locate the "orange" jumper plug marked 110 VAC on the game power transformer, on the floor of the machine. Unplug the "orange" jumper, and plug in the "red" jumper plug marked 220 VAC.

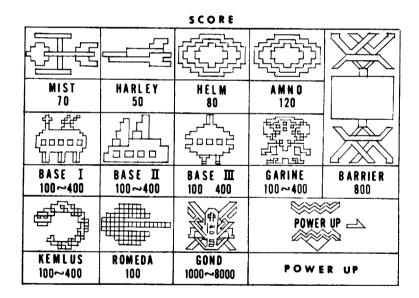
To change back to 110 VAC, replace the components changed in Steps above.

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.

# VANGUARD

## GAME INSTRUCTIONS

- 1. INSERT COIN(S).
- 2. SELECT 1 OR 2 PLAYER BUTTON.
- 3. USE THE JOYSTICK TO GUIDE YOUR SPACESHIP WITHIN THE TUNNEL BOUNDARIES WHILE AVOIDING OBSTACLES AND ENEMY MISSILES.
- 4. USE THE DIRECTIONAL FIRE BUTTONS TO DESTROY ATTACKING ENEMY.
- 5. ENTER THE ENERGY ZONE TO PROTECT YOUR SHIP AGAINST ATTACKING ENEMY AND OBSTACLES. SCORE POINTS BY CRASHING INTO ENEMY ROCKETS AND BASES.
- 6. UPON REACHING YOUR DESTINATION, MYSTERY CITY, SCORE A MYSTERY BONUS WHEN YOU HAVE SUCCESSFULLY ATTACKED THE GOND.
- 7. EARN EXTRA BONUS SHIPS AT 10,000 AND 50,000 POINTS.



#### OPERATOR OPTIONAL SWITCH SETTINGS

The option switches are located on the SK-5 board. The option switches and audio control can be reached through the back of the machine.

## OPTIONAL SWITCH SETTINGS

SWITCH 1: OFF- MUST REMAIN OFF FOR UPRIGHT CABINET

ON- UPRIGHT CABINET SWITCH

SWITCH 2: FACTORY SETTING; REMAINS IN OFF POSITION

SWITCH 3: FACTORY SETTING; REMAINS IN OFF POSITION

SWITCH 4: FACTORY SETTING; REMAINS IN OFF POSITION

Switches 5 and 6 control the number of times the player may have his spaceship destroyed before the game is over. The following truth table lists these switch settings:

SPACESHIPS	NUMBER OF	SWITCH 6	SWITCH 5
	3	OFF	OFF
	4	OFF	ON
	5	ON	OFF

SWITCH 7: OFF- 25¢ PER GAME

ON- 50¢ PER GAME

SWITCH 8: NON-FUNCTIONAL

#### 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 measures 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. See monitor specifications and schematics for technical information. Adjustment controls for the monitor are located at the rear of the monitor.

This machine should be serviced only by a qualified technician.

Do not make any adjustments on this machine while the power is on.

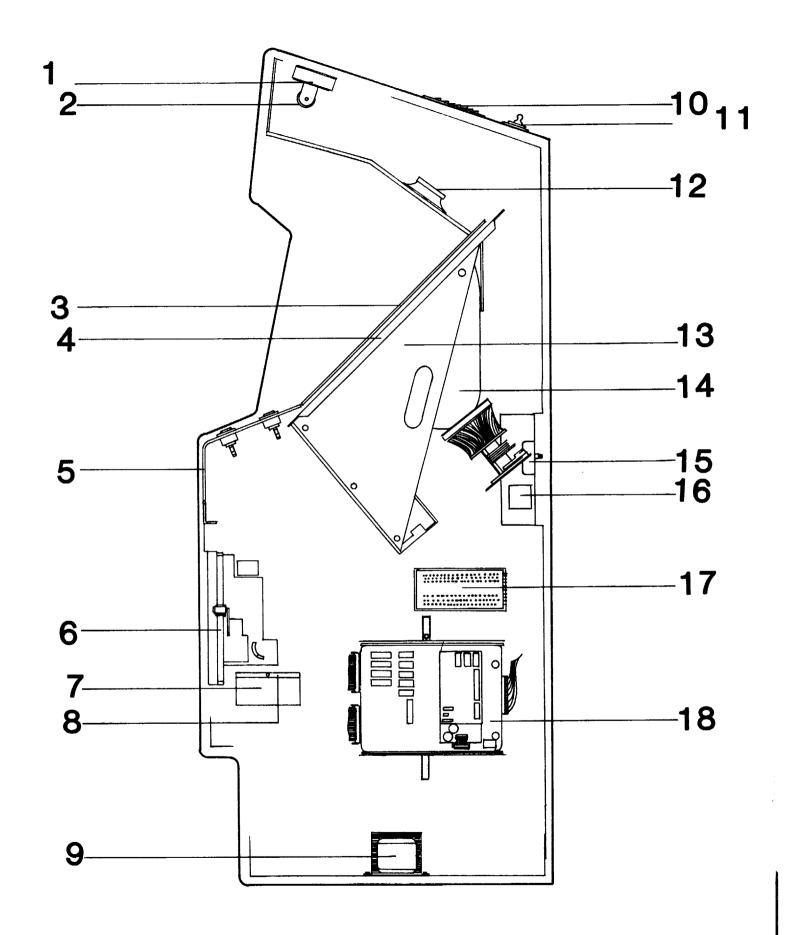
For service information, contact:

CENTURI, INC.

Customer Service Department #800-327-7710(Outside the state of Florida) #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 that 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.



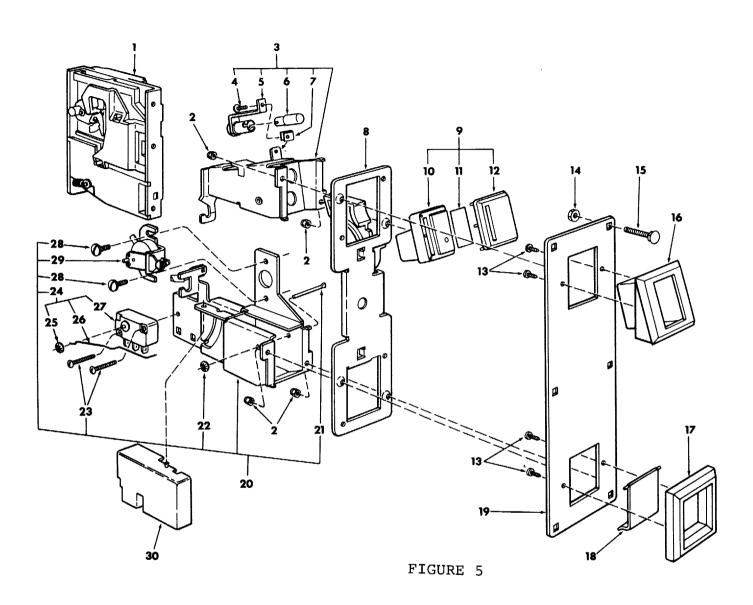
(FIG,4) CABINET CROSSECTION.

# CABINET CROSSECTION

# (FIGURE 4)

NO.	CENTURI P/N:	DESCRIPTION:
1.	361-14-0300A	FLOURESCENT LAMP & WIRED ASS'Y.
2.	50180031	G.E. 15 WATT FLOURESCENT LAMP
3.	361-04-1000	VIEWING GLASS
4.	375-06-0500	SILK SCREENED MONITOR OVERLAY
5.	375-14-0100	CONTROL DECK WIRED ASS'Y.
6.	360-14-0700	COINCO COIN DOOR (MODIFIED)
7.	276-01-44	CASH BOX WELDED ASS'Y.
8.	360-03-1200A	CASH BOX COVER
9.	361-14-0200A	ISOLATION TRANSFORMER WIRED ASS'Y.
10.	322-03-1300	LOUVRE PLATE
11.	343-08-1400	HANDLE, PULL
12.	50200011	SPEAKER, 5" ROUND, 8 OHM, 8 WATT
13.	50250021	WELLS-GARDNER COLOR MONITOR, 19"
14.		C.R.T. ONLY- 19" COLOR
15.	50130045	INTERLOCK SWITCH
16.	50340001	LINE FILTER
17.	50350001	POWER SUPPLY, SWITCHING REGULATOR
18.	375-10-0200A	P.C. BOARDS ASS'Y., MODIFIED

# 2800-0 FRONT PLATE EXPLODED VIEW 25¢ COIN

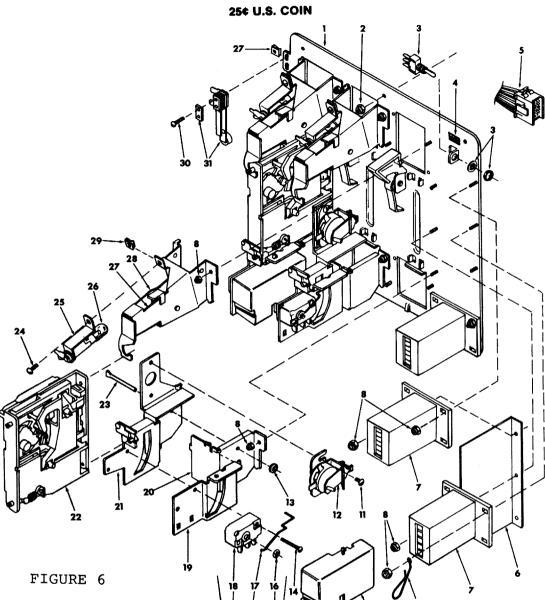


index No.	Part No.	Description	Index No.	Part No.	Description
1	5301-10	25¢ Coin Acceptor	16	904588	Coin Inlet Housing
2	400-4	#4-40 Self Locking Nut	17	904590	Coin Return Cover
3	404351	Coin Inlet Chute Assembly	18	904599	Coin Return Door
4	110-4-6	4 x 3/8 Screw	19	404463	Frontplate Assembly, 3-1/8" x 9-1/4"
5	904717	Lamp Socket	20	404350	Coin Return Chute Assembly
6	904716	#47 Lamp (6.3 Volt)	21	905115	Bar
7	904712	Fastener	22	904936	Keeper
8	404464	Inner Panel/Lever Assembly	23	100-4-12	4-40 x 3/4 Screw
9	404348	Coin Return Button Assembly	24	404353	Switch & Wire Assembly
10	904591	Coin Return Button	25	900651	Retainer
11	904703	25¢ Price Decal	26	904710-1	Switch Wire-Silver
12	904589-2	Reject Cover Button (25¢)	27	904845	Switch
13	345-4-5	#4 x 5/16 Pan Head Screw	28	100-6-3	6-32 x 3/16 Screw
14	406-10	#10-24 Hex Nut	29	404354	12 Volt Crem Assembly
• • •		(Mounting Hardware)	30	904762	Switch Cover
15	905022	#10-24 x 1-1/8 Carriage Bolt (Mounting Hardware)			

# 2800-0 FRONT PLATE EXPLODED VIEW (FIGURE 5) PARTS LIST

$\underline{NO}$ .	CENTURI P/N:	MANUFACTURING P/N:	DESCRIPTION:
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. $(3^{1}/8"x9\frac{1}{4}")$
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



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 6	904822	Custom Harness Assembly Insulation	21	404428	Switch and C.R.E.M. Coil Bracket Assembly
7	404352	Coin Counter Assembly (6 Volt D.C.)	22	5301-10	25¢ Acceptor
8	400-4	Nut	23	905115	Bar
9	904722	Wire Key Holder	24	110-4-6	Screw
10	904762	Switch Cover	25	904717	Miniature Bayonet-Base Lamp
11	100-6-3	Screw			Socket
12	404354	C.R.E.M. Coil Assembly.	26	904716	#47 Lamp (6.3 Volt)
		12 Volts D.C.	27	404418	Coin Inlet Chute Sub-Assembly
13	904936	Keeper	28	904594	Right Half of Coin Inlet Chute
14	100-4-12	Screw	29	904712	"U"-Type Fastener
15	404353	Coin Switch Assembly for U.S. 25¢ Coin	30 31	116-4-8 904704	Screw Slam Switch Assembly
16	900651	Retainer	• •		2

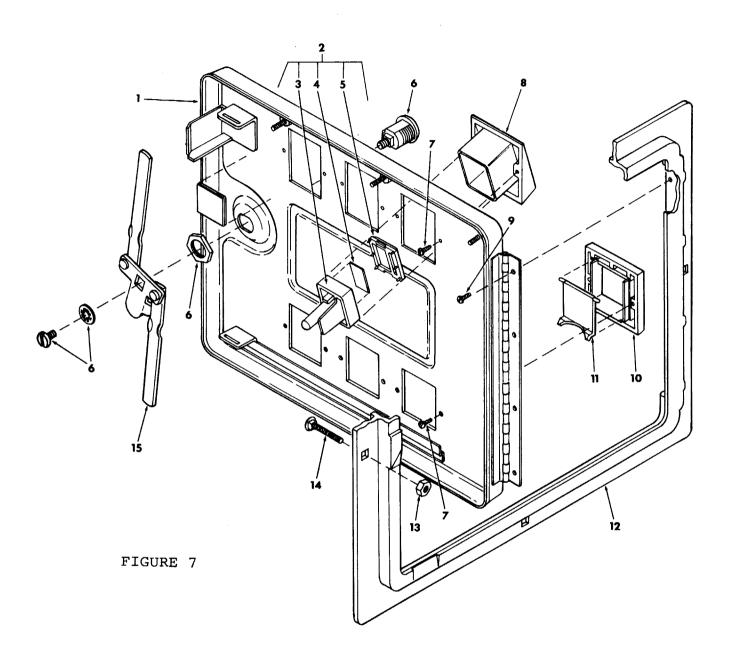
# 2800 SERIES COIN DOOR EXPLODED VIEW

# 25¢ U.S. COIN

(FIGURE 6)

NO.	CENTURI P/N:	MANUFACTURING P/N:	DESCRIPTION:
1.	50270160	404429	INNER PANEL w/LEVERS SUBASS'Y.
3.	50130062	904782	TOGGLE SWITCH
4.	50270161	904706	TEST SWITCH DECAL
5.	364-62-1000A	<del>-</del>	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



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	9	325-4-4	Screw
		U.S. 25¢ Coin	10	904590	Coin Return Bezel
3	904591	Coin Return Button	11	904599	Coin Return Cover
4	904703	U.S. 25¢ Price Decal	12	904581	Coin Door Frame, 11-5/8" x 13-3/8"
5	904589-2	Coin Return Button Cover for U.S. 25¢ Coin			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)

<u>NO</u> .	CENTURI P/N:	MANUFACTURING P/N:	DESCRIPTION:
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

# EXPLODED VIEW OF THE CONTROL PANEL

# (FIGURE 2)

NO.	CENTURI P/N:	<u>DESCRIPTION</u> :
1, 10, 11.	50270174	KNOB & SHAFT ASS'Y. w/ACTUATOR & E RING
2.	50130048 50130049	WHITE BUTTON ASSEMBLY RED BUTTON ASSEMBLY
3.	375-06-0400	CONTROL PANEL OVERLAY
4.	375-03-0300A	CONTROL PANEL (SHEET METAL)
5.	50270175	PLASTIC WASHER, 2" DIA.
6.	361-10-0600D	HINGE, CONTROL DECK
7.	10111006	#10-24x3/4" CARRIAGE BOLT, BLK. OXIDE
8.	50270177	TOP PLATE FOR 8 POSITION JOYSTICK
9.	50130050	PAL NUT
12.	10150007	#10-24 KEP NUT

# 8 POSITION JOYSTICK ASSEMBLY- (WICO) (FIGURE 3)

<u>NO</u> .	CENTURI P/N:	MANUFACTURING P/N:	DESCRIPTION:	<u>USAGE</u> :
1.	50270174	151419-01	KNOB & SHAFT ASS'Y. w/ACTUATOR & E RING	1
2.	50270175	15950401	PLASTIC WASHER, 2"DIAM	1. 1
3.	50270176	15954101	TOP PLATE FOR 8 POSITION JOYSTICK	1
4.	50270177	15950501	BOTTOM WASHER	2
5.	50270178	15952301	DIAFRAGM	1
6.	50270179	15954201	SWITCH MOUNTING PLATE	1
7.	50270181	15108401	MOLDED BLADE SWITCH	4
8.	50270180	15954501	ACTUATOR GUARD	4
9.	50270182	15950601	SWITCH MOUNTING BRKT.	4

# PARTS LIST - SHINDENGEN POWER SUPPLY

SYMBOL:	DESCRIPTION:	USAGE:
Т1	TRANSFORMER, SINGLE PHASE, 2A VA	1
L1 L2, L4 L3	CHOKING COIL, 1.6mH, 1.5A CHOKING COIL, SF-T8-50S-03 CHOKING COIL, SF-HP-2A-03	1 2 1
D1 D2 D3, D6 D4 D5, D7 D12, D13 D14 RF1	DIODE, V19G DIODE, V06C DIODE, 1S1588 DIODE, S15S3 DIODE, 5CH1M DIODE, F113B DIODE, F113B DIODE, F113B	1 1 2 1 2 2 1 1
Q1 Q2 Q3 Q4	TRANSISTOR, 2SC2504 TRANSISTOR, 2SD467(B) TRANSISTOR, 2SC460(B) TRANSISTOR, 2SA673(B)	1 1 1 1
IC1 PC1	INTEGRATED CIRCUIT, RM723DC or HA17723G-02 PHOTO COUPLER, PS2001	1 1
R27 R2 R22 R21 R6 R11 R20 R17 R19 R18	RESISTOR, 2 WATT, 18 OHM RESISTOR, 2 WATT, 47K OHM RESISTOR, 2 WATT, 15 OHM RESISTOR, 1 WATT, 56 OHM RESISTOR, 1 WATT, 100 OHM RESISTOR, 1 WATT, 470 OHM RESISTOR, 1 WATT, 0.56 OHM RESISTOR, 1 WATT, 0.82 OHM RESISTOR, 1 WATT, 0.82 OHM RESISTOR, 1/4 WATT, 22 OHM RESISTOR, 1/4 WATT, 33 OHM RESISTOR, 1/4 WATT, 68 OHM RESISTOR, 1/4 WATT, 330-470 OHM RESISTOR, 1/4 WATT, 220 OHM RESISTOR, 1/4 WATT, 270 OHM RESISTOR, 1/4 WATT, 270 OHM RESISTOR, 1/4 WATT, 68 OHM RESISTOR, 1/4 WATT, 68 OHM RESISTOR, 1/4 WATT, 68 OHM RESISTOR, 1/4 WATT, 680 OHM RESISTOR, 1/4 WATT, 680 OHM RESISTOR, 1/4 WATT, 800 OHM RESISTOR, 1/4 WATT, 1.2K OHM RESISTOR, 1/4 WATT, 1.2K OHM RESISTOR, 1/4 WATT, 1.2K OHM	1 2 4 1 1 1 1 1 1 1 1 1 1 1 1 1 1
R16 R29 R39 R38 R24 R25 RV1	RESISTOR, 1/4 WATT, 220K OHM RESISTOR, 3 WATT, 27 OHM RESISTOR, 1/4 WATT, 4.7K OHM RESISTOR, 1/4 WATT, 5.6K OHM RESISTOR, 1/4 WATT, 330 OHM RESISTOR, 1/4 WATT, 150 OHM VARIABLE RESISTOR, RJ-6P501	1 1 1 1 1 1

# PARTS LIST - SHINDENGEN POWER SUPPLY

SYMBOL:	DESCRIPTION:	USAGE:
C11, C23 C12, C13, C15 C27 C18, C19, C20 C26 C21, C22, C25 C5	CAPACITOR, ECK-DAL102E CAPACITOR, 160VSN100 CAPACITOR, SM10VB-2200 CAPACITOR, SM10VB-2200 CAPACITOR, SL25VB-10 CAPACITOR, SL25VB-10 CAPACITOR, SM35VB-1000 CAPACITOR, SM35VB-1000 CAPACITOR, SM35VB-1000 CAPACITOR, SM16VB-1000 CAPACITOR, DMY21H472K CAPACITOR, DMY21H104K CAPACITOR, DMY21H104K CAPACITOR, CM20XC511K5 CAPACITOR, MDD22G473K CAPACITOR, DMY21H222K	2 2 2 2 3 1 3 1 3 1 1 2 1
F1, F2	ENCLOSED TYPE FUSE, 3A	2

# SK-4 PARTS LIST

NO.	PART NUMBER	DESCRIPTION:	USAGE:
1.	50010169	74LS154 I.C.	1
2.	50010022	74LS86 I.C.	1
3.	50010273	74LS244 I.C.	4
4.	50010005	74LS04 I.C.	<b>4</b> 1 2
5.	50010221	74LS163 I.C.	) T
6.	50010019	74LS74 I.C.	1
7.	50010007	74LS10 I.C. 74LS02 I.C.	1 1 1
8.	50010004	74LS125 I.C.	ī
9. 10.	50010141 50010197	74LS05	1
10.	30010197	74000	
11.	50010002	74LS00 I.C.	2
12.	50010193	74LS155 I.C.	1
13.	50010261	74LS273 I.C.	4
14.	50010315	74LS240 I.C.	
15.	50010105	74LS32	4 3 1 3 1 4 1
16.	50010204	74LS393 I.C.	1
17.	50010012	74LS30 I.C.	4
18.	50010035	74LS161 I.C. LM3900 I.C.	ī
19. 20.	50010279 50010254	LM324	ī
20.	50010254	D11224	_
21.	50010314	2732 I.C.	8 1 1 1 1 3 2 2
22.	50010317	4118 I.C.	1
23.	50010172	6502 I.C.	1
24.	50010001	555 I.C.	1
25.	50010147	74121 I.C.	1
26.	50010043	556 I.C. 14066 I.C.	3
27.	50010266	2716 I.C.	2
28. 29.	50010171 50010198	76477 I.C.	2
30.	50100014	IN914	4
50.	50100014		1
31.	50020121	1815 TRANSISTOR	1 1
32.	50070012	11.289 MHZ CRYSTAL	•
33.	50010321	3713 AUDIO AMP	R 3
34.	50060040	1,000mfd, 25V., ELECTROLYTIC RADIAL CAPACITO 100mfd, 25V., ELECTROLYTIC RADIAL CAPACITOR	1
35.	50060069	47mfd, 25V., ELECTROLYTIC RADIAL CAPACITOR	
36.	50060189 50040186	.033mfd, 50V., MYLAR CAPACITOR	1 1
37. 38.	50040174	0.1mfd, 25V., MYLAR CAPACITOR	1
39.	50040001	0.1mfd, 25V., DISC CERAMIC CAPACITOR	47
40.	50040027	.01mfd, 16V., DISC CERAMIC CAPACITOR	4
			6
41.	50040011	.001mfd, 15V., DISC CERAMIC CAPACITOR	2
42.	50040170	220pf, 50V., DISC CERAMIC CAPACITOR	1
43.	50040120	.0022mfd, 25V., DISC CERAMIC CAPACITOR 10mfd, 25V., DIPPED TANTALUM CAPACITOR	2
44.	50060165	.22mfd, 25V., DIPPED TANTALUM CAPACITOR	2
45.	50060202	1mfd, 25V., DIPPED TANTALUM CAPACITOR	2 3 2
46. 47.	50060163 50060203	.22mfd, 35V., DIPPED TANTALUM CAPACITOR	2
47.	50060203	.1mfd, 35V., DIPPED TANTALUM CAPACITOR	1
49.		4.7mfd, 25V., DIPPED TANTALUM CAPACITOR	1
50.		2.2K, ¼W., 5% RESISTOR	9

# SK-4 PARTS LIST

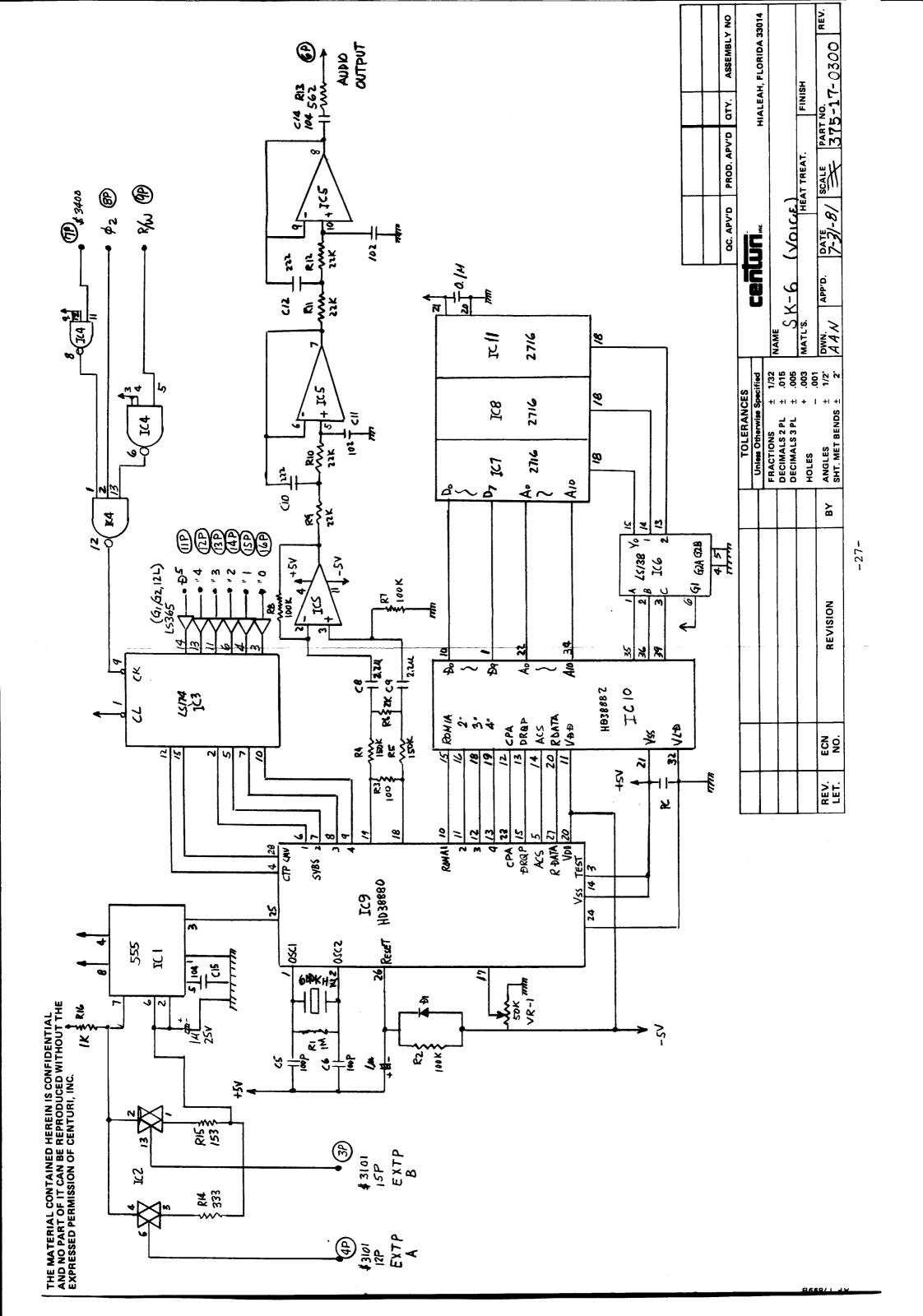
NO.	PART NUMBER	DESCRIPTION:	USAGE:
51.	50030151	22K OHM, \( \frac{1}{2}W.\), 5% RESISTOR 47K OHM, \( \frac{1}{2}W.\), 5% RESISTOR 100K OHM, \( \frac{1}{2}W.\), 5% RESISTOR 220 OHM, \( \frac{1}{2}W.\), 5% RESISTOR 1.8K OHM, \( \frac{1}{2}W.\), 5% RESISTOR 560 OHM, \( \frac{1}{2}W.\), 5% RESISTOR 470 OHM, \( \frac{1}{2}W.\), 5% RESISTOR 1K OHM, \( \frac{1}{2}W.\), 5% RESISTOR 18K OHM, \( \frac{1}{2}W.\), 5% RESISTOR 100 OHM, \( \frac{1}{2}W.\), 5% RESISTOR	6
32.	20020120	47K OHM, W., 5% RESISTOR	5
53.		100K OHM, \\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	2
54.		220 OHM, \www., 5% RESISTOR	2
33.	20020182	1.8K OHM, \\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	
50.	20020105	560 OHM, \www., 5% RESISTOR	6 5 2 3 1 1
<i>-</i> , ,	20020010	470 OHM, \\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	16
58.	20020027	1K OHM, W., 5% RESISTOR	10
59.	50030315	18K OHM, W., 5% RESISTOR	5 1
60.	50030256	100 OHM, W., 5% RESISTOR	2
61.	50030086	33K OHM WW 59 PESTSMOD	•
62.	50030104	470K OHM WW 59 PECTONOR	9
63.	50030092	1M OHM. WW 59 PRETEMOR	6
64.	50030159	1.5M OHM. WW 5% PESTSTOR	4
65.	50030147	6.8K OHM. WW. 5% PESTSTON	4 3 1
66.	50030063	10K OHM. ≽W. 5% RESISTOR	12
67.	50030155	150K OHM. W. 5% RESISTOR	12
68.	50030146	15K OHM. W. 5% RSISTOR	3 1 2
69.	50030006	4.7K OHM. WW. 5% RESISTOR	7
70.	50030197	33K OHM, \( \frac{1}{2}W\)., 5% RESISTOR  33K OHM, \( \frac{1}{2}W\)., 5% RESISTOR  470K OHM, \( \frac{1}{2}W\)., 5% RESISTOR  1M OHM, \( \frac{1}{2}W\)., 5% RESISTOR  1.5M OHM, \( \frac{1}{2}W\)., 5% RESISTOR  6.8K OHM, \( \frac{1}{2}W\)., 5% RESISTOR  10K OHM, \( \frac{1}{2}W\)., 5% RESISTOR  150K OHM, \( \frac{1}{2}W\)., 5% RESISTOR  15K OHM, \( \frac{1}{2}W\)., 5% RESISTOR  4.7K OHM, \( \frac{1}{2}W\)., 5% RESISTOR  5.1K OHM, \( \frac{1}{2}W\)., 5% RESISTOR	7
71.	50030316	1K PCB TRIMMER POTENTIOMETER 20-PIN RIGHT ANGLE PCB HEADER	
72.	50150317	20-PIN RIGHT ANGLE DOR HEADER	1 1 2 2
			1
			2
75.	10010003	PIN RESISTOR PACK(S.I.P.), 1K OHM RD/PH/MS #4-40 x 3/8" HEX NUT #4-40 24-PIN SOLDER TRAIL SOCKET, LOW PROF. 40-PIN SOLDER TRAIL SOCKET, LOW PROF.	<u>ک</u> 1
76.	10130001	HEX NUT #4-40	1 1
77.	50150061	24-PIN SOLDER TRAIL SOCKET TOW BROKE	1 11
78.	50150060	40-PIN SOLDER TRAIL SOCKET LOW PROF.	11 1
79.	375-08-0500	HEAT SINK	<u>i</u> 1

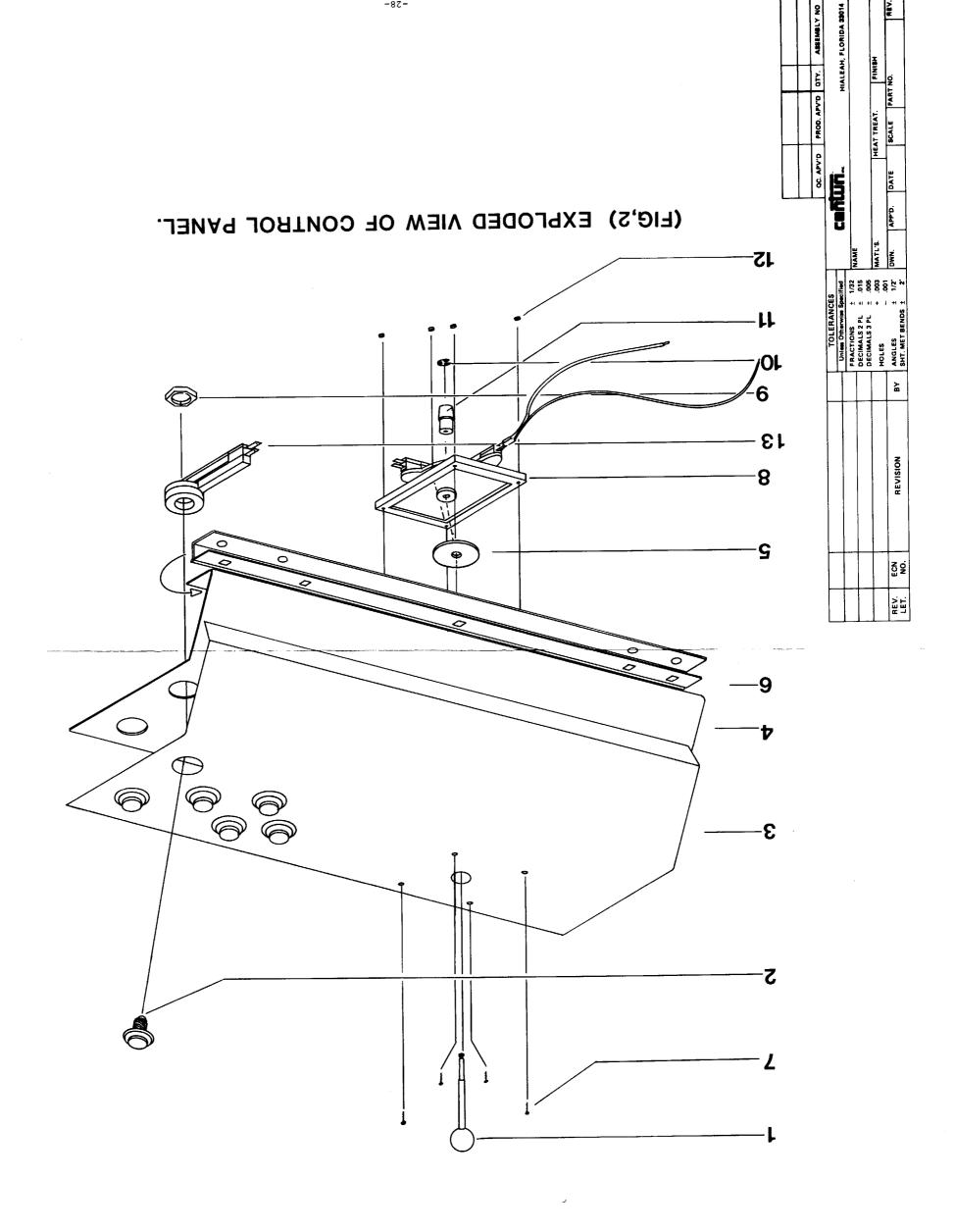
# SK-5 PARTS LIST

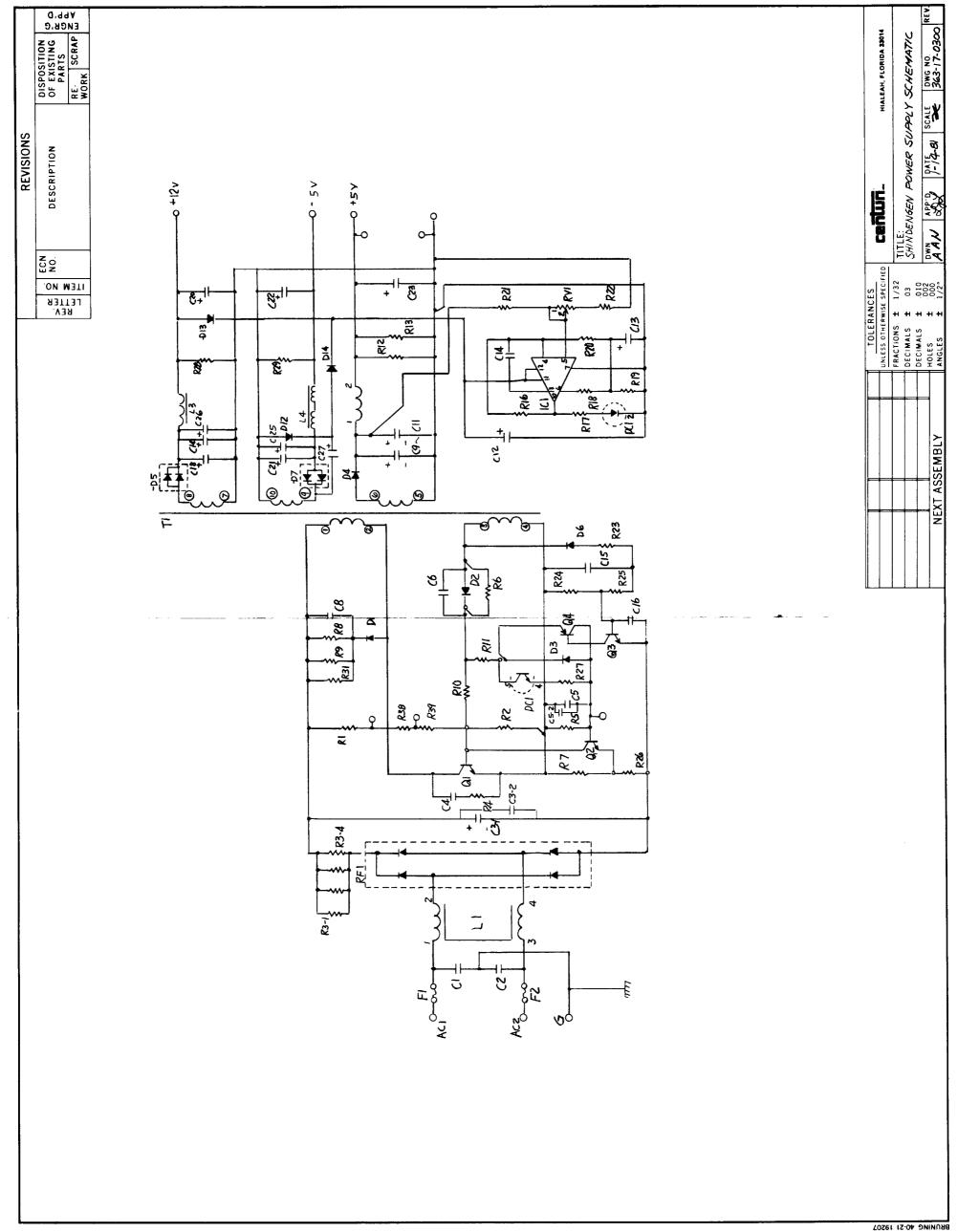
NO.	PART NUMBER	DESCRIPTION:	<u>USAGE</u> :
1. 2. 3. 4. 5. 6. 7. 8. 9.	50010019 50010262 50010005 50010232 50010045 50010197 50010030 50010248 50010007	74LS74 I.C. 74LS283 I.C. 74LS86 I.C. 74LS04 I.C. 74LS288 I.C. 74LS157 I.C. 74LS174 I.C. 74LS174 I.C. 74LS138 I.C. 74LS10 I.C.	1 5 4 2 2 11 1 5 2 4
11. 12. 13. 14. 15. 16. 17. 18.	50010026 50010002 50010004 50010275	74LS244 I.C. 74LS32 I.C. 74LS374 I.C. 74LS08 I.C. 74LS166 I.C. 74LS107 I.C. 74LS00 I.C. 74LS02 I.C. 74LS136 I.C. 74LS136 I.C.	10 1 6 2 4 1 1 1 2
	50010315 50010316 50010171 50010317 50010310 50040001	74LS125 I.C. 74LS240 I.C. 46505 I.C. 2716 I.C. 2118 I.C. 2114 I.C. 0.1 MFD, 25V., DISC CERAMIC CAPACITOR 470 OHM, \( \frac{1}{2} \text{W.} \), 5\( \text{RESISTOR} \) 220 OHM, \( \frac{1}{2} \text{W.} \), 5\( \text{RESISTOR} \) 1K OHM, \( \frac{1}{2} \text{W.} \), 5\( \text{RESISTOR} \)	1 1 2 2 6 27 9 6 7
31. 32. 33. 34. 35. 36. 37.	E01E0061	100 OHM, ¼W., 5% RESISTOR 9-PIN RESISTOR PACK (S.I.P.), 1K OHM 8-POSITION DIP SWITCH 50-PIN RIGHT ANGLE PCB HEADER 40-PIN SOLDER TRAIL SOCKET, LOW PROF. 24-PIN SOLDER TRAIL SOCKET, LOW PROF. 18-PIN SOLDER TRAIL SOCKET, LOW PROF. 16-PIN SOLDER TRAIL SOCKET, LOW PROF.	1 1 2 1 4 6 2

# SK-6 PARTS LIST

NO.	PART NUMBER	DESCRIPTION:	USAGE:
1.	50010248	74LS138 I.C.	1
2.	50010007	74LS10 I.C.	1
3.	50010030	74LS174 I.C.	1
4.	50010283	74LS365 I.C.	1
5.	50010171	2716 I.C.	3
6.	50010318	38882 I.C.	1
7.	50010319	38880 I.C.	1
8.	50010254	LM324 I.C.	1
9.	50010266	14066 I.C.	1
10.	50010320	17555 I.C.	1
11.	50040001	0.1mfd, 25V., DISC CERAMIC CAPACITOR	15
12.	50060007	470mfd, 16V., ELECTROLYTIC RADIAL CAPACITOR	2
13.	50040053	100pf, 25V., DISC CERAMIC CAPACITOR	2
14.	50040011	.001mfd, 15V., DISC CERAMIC CAPACITOR	2
15.	50040120	.0022mfd, 25V., DISC CERAMIC CAPACITOR	2
16.	50060163	1mfd, 25V., DIPPED TANTALUM CAPACITOR	2
17.	50060193	2.2mfd, 25V., DIPPED TANTALUM CAPACITOR	2
18.	50100014	IN914	1
19.	50030146	15K OHM, ¼W., 5% RESISTOR	1
20.	50030086	33K OHM, ¼W., 5% RESISTOR	2
22.	50030155	150K OHM, ¼W., 5% RESISTOR	2
23.	50030001	2.2K OHM, ¼W., 5% RESISTOR	1
24.	50030007	100K OHM, ¼W., 5% RESISTOR	3
25.	50030151	22K OHM, ¼W., 5% RESISTOR	4
26.	50030149	5.6K OHM, ¼W., 5% RESISTOR	1
27.	50030256	100 OHM, ¼W., 5% RESISTOR	1
28.	50030092	1M OHM, ¼W., 5% RESISTOR	1
29.	50150317	20-PIN RIGHT ANGLE PCB HEADER	1
30.	50150315	MOUNTED PCB BEAD PIN	1
31.	50150061	24-PIN SOLDER TRAIL SOCKET, LOW PROF.	3
32.	50150062	28-PIN SOLDER TRAIL SOCKET, LOW PROF.	1
33.	50150316	42-PIN SOLDER TRAIL SOCKET, LOW PROF.	1
34.	50070017	640KH <sub>Z</sub> CRYSTAL	1







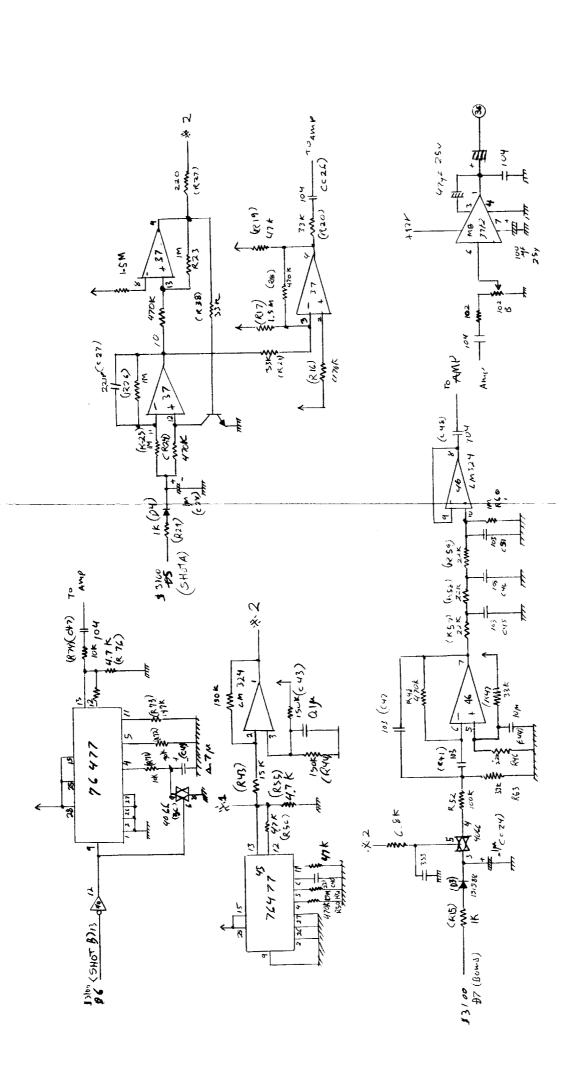
# VANGUARD CIRCUIT MEMORY MAP

MEMORY ADDRESS ON DISPLAY

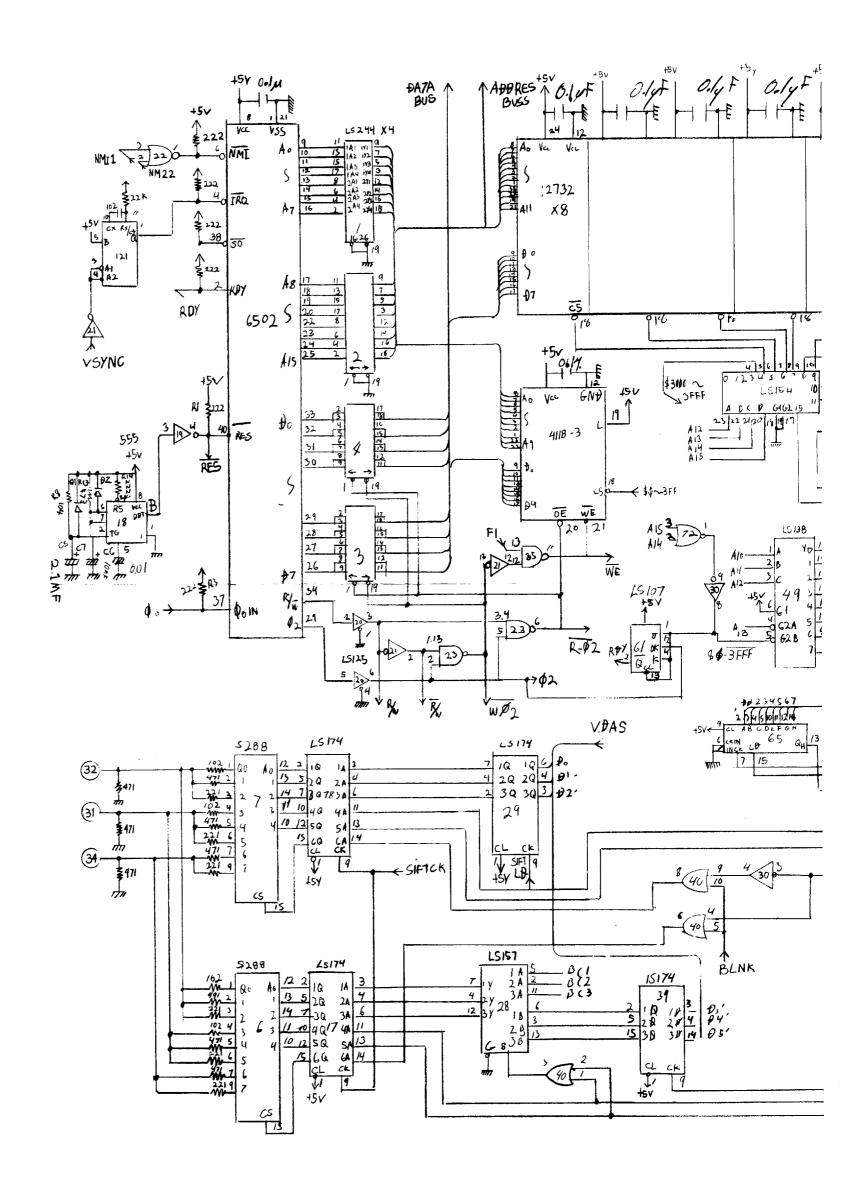
∑i	41.8 × 1	2114 X2	2114 x 2	2114 x2			2128X2				6505 X I				2732 x8		X 6059	
	WORKING RAM	FRONT V-RAM	BACK V-RAM	COLOR V-RAM	FRONT	CHARACTOR	КАМ			BLANK	CRTC	1/6 PORT	BLANK		ROM		BL ANK BECTI F	44.
ADDRESS		>	<u>_</u>	₹ -	~H0001			HEFFH	1	2FFF н	١	3100H~ 34 FFH	\ \	4000H~		BFFFH	FROH CHERTH	

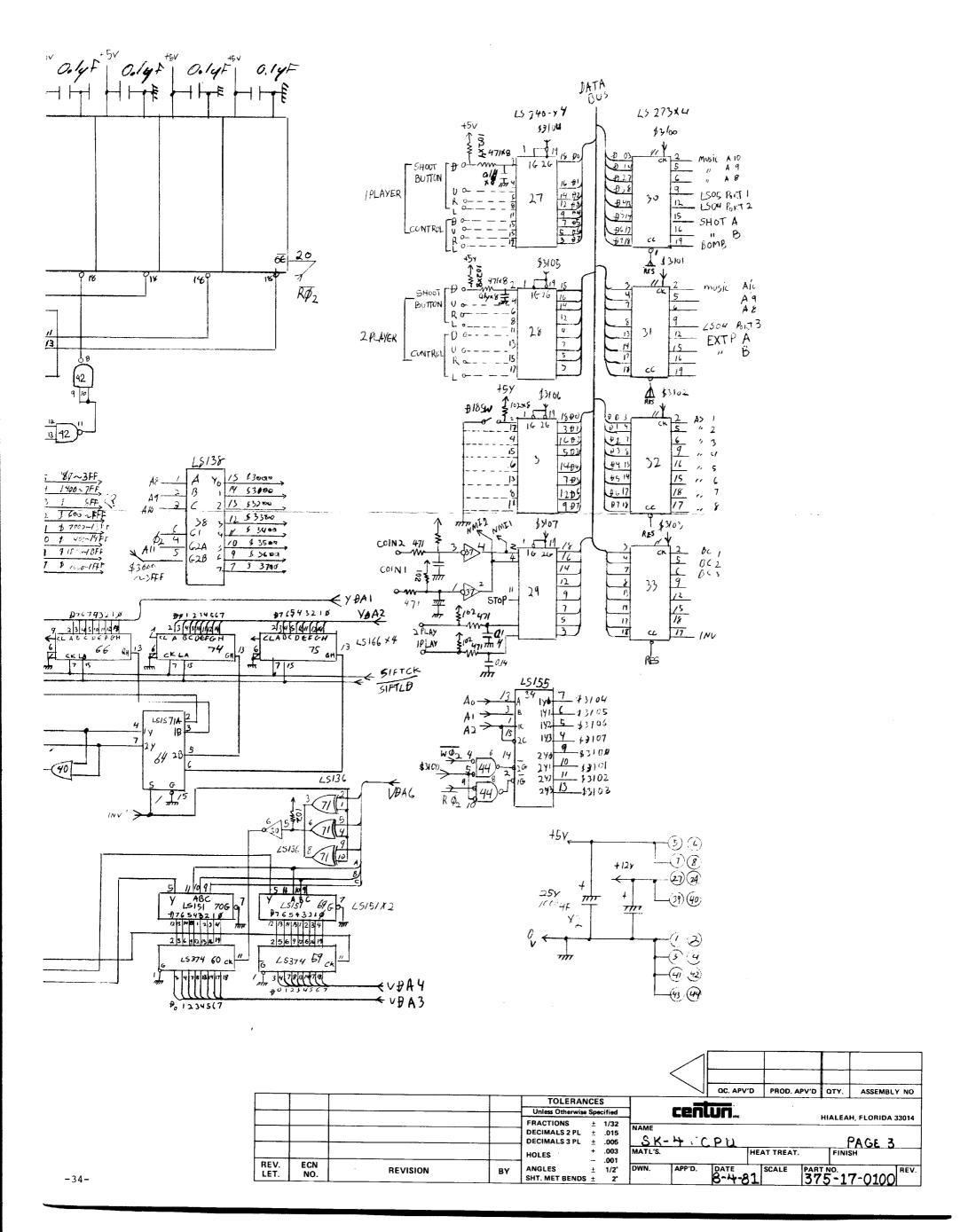
	FRONT 0400H FRONT 04 IFH BACK 0800H BACK 081FH COLOR CORD 0C00H COLORCORD 0C1FH	USING AREA	PRONT 076 0H FRONT 077FH BACK 0867FH COLOR CORD 060FH COLOR CORD 060FH	FRONT C/280H FRONT
<u>.¥</u>		TIGPSS		→<-T185€->

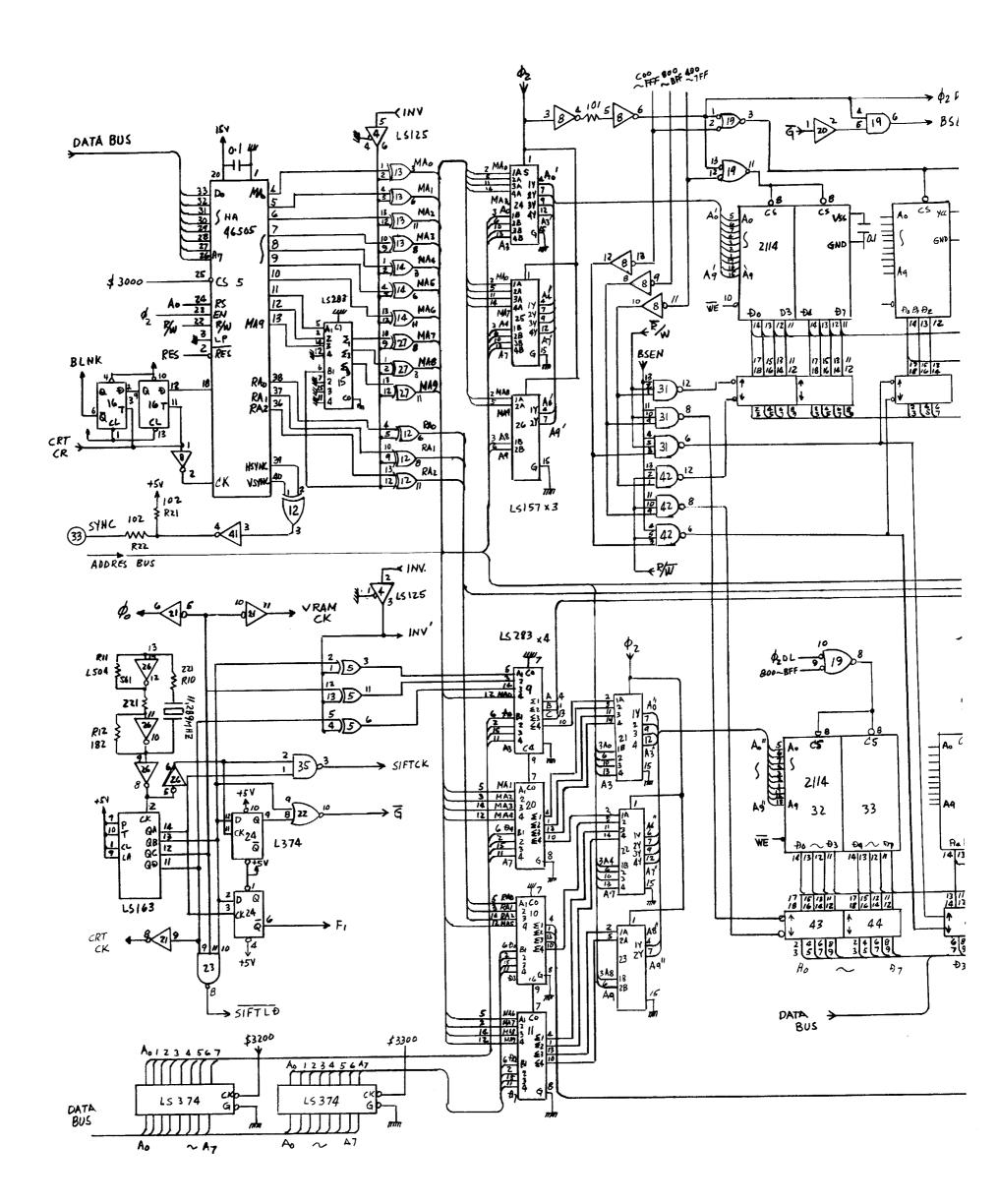
OC. APV'D PROD. APV'D GTY. ASSEMBLY NO		The second of th			VANGLARD CIRCLILE MEMORY WAR	MATL'S. HEAT TREAT. FINISH	OWN.   APP'D. DATE   PART NO.   N. J. T. O400   REV.   375-17-0400   REV.
	TOLERANCES	Unless Otherwise Specified	FRACTIONS ± 1/32 NAME	DECIMALS 2 PL ± .016	DECIMALS 3 PL ± .006	HOLES + .003	BY ANGLES ± 1/2" SHT. MET BENDS ± 2"
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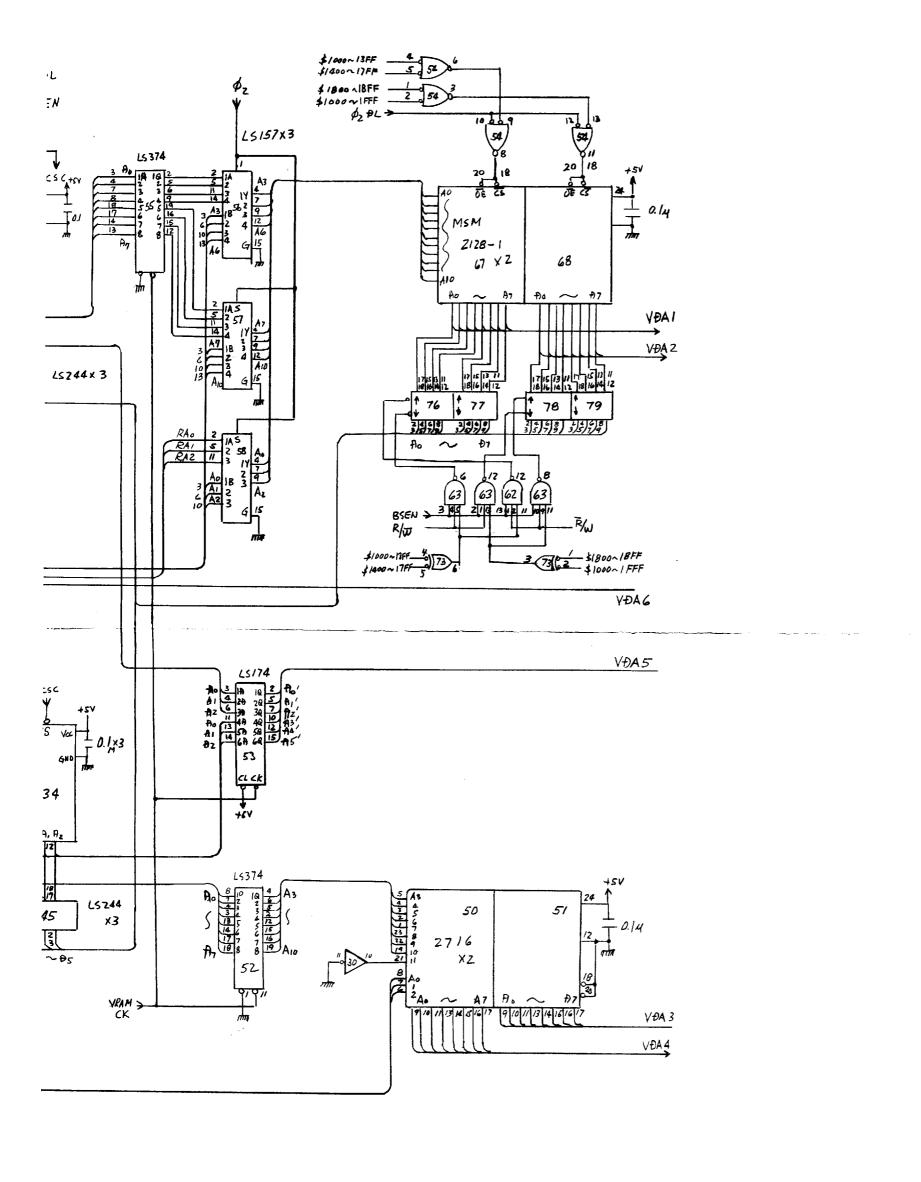


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OC. APV'D PROD. APV'D QTY, ABBEINBLY NO			HALEAH, PLOMIDA ZOBIA				FINEH	0010-	
QTY.			1			-	N.	2 T 2	
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	TOLERANCES	United Otherwise Seecified		FRACTIONS ± 1/32	DECIMALS 2PL ± .015	DECIMALS 3 PL ± .005	HOLES	BY ANGLES $\pm 117$ DWN. APP D. DATE PART NO. SHT, MET BENDS $\pm 12$ ALLS ALL B-4-81 SCALE 375-17-0100	
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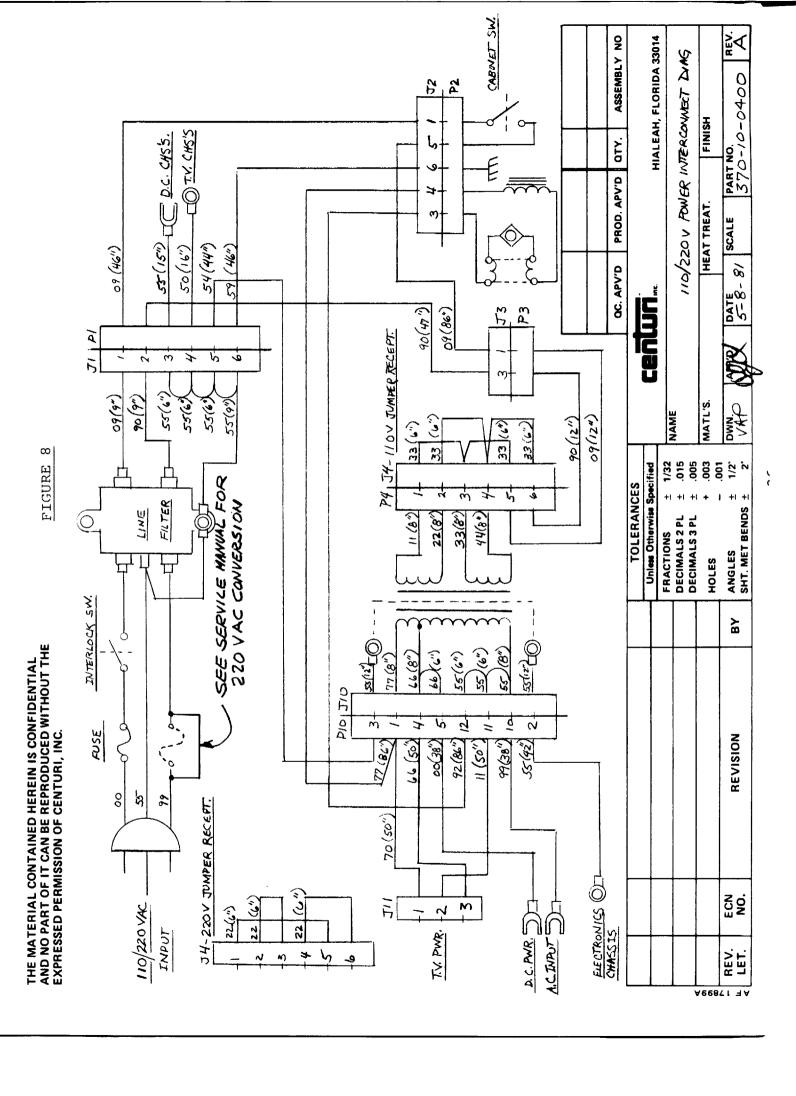


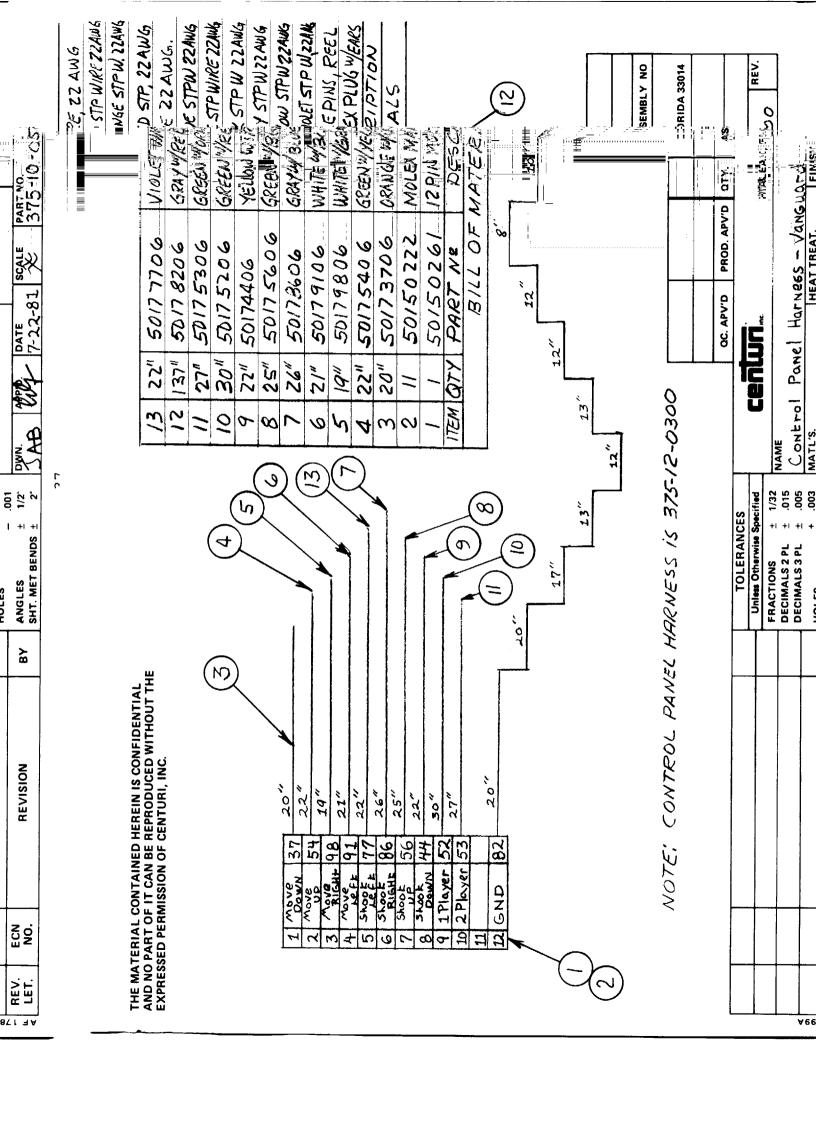




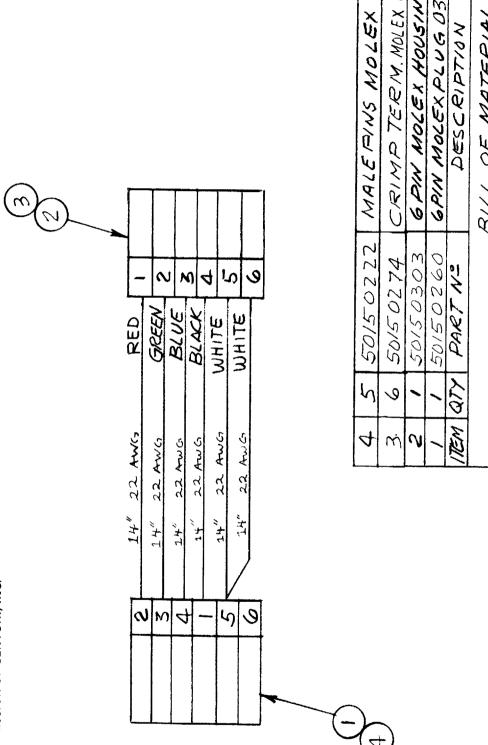


							QC. APV'D	PROD. APV'D	QTY.	ASSEMBLY NO
				TOLERANCES						
				Unless Otherwise Specified	1	cen				
				FRACTIONS ± 1/32					HIALEA	H, FLORIDA 3301
				DECIMALS 2 PL ± .015 DECIMALS 3 PL ± .005	NAME	5 K-	- 5			
. ]				HOLES + .003	MATL'S.		HE	AT TREAT.	FINIS	Н
REV. LET.	ECN NO.	REVISION	BY	001 ANGLES ± 1/2° SHT. MET BENDS ± 2°	DWN. AAN	APP'D.	B-4-81	SCALE PAR	TNO. 5-17	-0200 RE





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



,		4	5	5 50150222 MALEPINS MOLEX 02-09-2116	272	MALEM	WS MO.	Z UZ	-20	9112-60	
		3.	9	50/205	74 6	50/50274 CRIMP TERM. MOLEX 08-50-0106	TERM. A	107 EX	08.	20-010	1:0
		2	/	50150303	03	6 PIN MOLEX HOUSING 09-50-7061	CEX HO	1/50	00 80	1.50-706	<u> </u>
			/	50150260		6PM MOLEX PLUG 03-09-206	EX PLU	00	3-09	2061	<u> </u>
	11/	D WI	<b>公</b> 公	M QTY PART Nº		DES	DESCRIPTION	20			Τ-
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		DECIMA	ALS 3 PL	± .005	<u>۱۳</u> ۸	WELLS GARUNER	5		いつ	IL JEAN	
		HOLES		+ .003 MA	MATL'S.		HEAT TREAT.		FINISH		
REVISION	ВУ	ANGLES ± SHT. MET BENDS ±	S ET BENC	1/2 2,5	DE TA	AAN 40 B-5-81 SCALE PART NO. 375-12-0200	SCALE	PART N 375	0-2/-	200 REV.	] <sub>~</sub>

PCN NO.

REV. LET.

