

SERVICE MANUAL

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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 INSTRUCTION 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 RQUIRED TO TAKE WHATEVER MEASURES MAY BE REQUIRED TO CORRECT THE INTERFERENCE.

INTRODUCTION

GYRUSS IS A MICROPROCESSOR BASED COIN-OPERATED ELECTRONIC GAME, THAT MAKES EXTENSIVE USE OF DIGITAL INTERGRATED CIRCUITRY AND TELEVISION MONITOR CONCEPTS. THIS MANUAL IS DESIGNED FOR THE USE OF MAINTENANCE TECHNICIANS WHO POSSES A GENERAL WORKING KNOW-LEDGE 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 GYRUSS OR ANY OF OUR GAMES ARE WELCOME AND SHOULD BE DIRECTED TO:

CENTURI, INC.

CUSTOMER SERVICE DEPARTMENT

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

(305) 556-5888 (IN FLORIDA)

NOTES

NEVER REPLACE ANY COMPONENTS WITH ANYTHING OTHER THAN THE 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.

GYRUSS GAME PLAYING INSTRUCTIONS

Object Of Game;

Fly through the universe to reach earth.

Playing Instructions:

- 1. Fly spaceship around the circle orbit.
- 2. Fire to destroy enemy formations and alien objects appearing on screen.
- 3. Spaceships is destroyed when hit by enemies, bullets, satellites, meteors and electronic wave bands.
- 4. Double firepower for destroying the middle pink warping satellite.

"Chance Stage"

Destroy all enemy formations.

Enemies can not destroy spaceship.

Super Bonus

Destroy all four enemy formations.

GYRUSS

PLAY INSTRUCTION

- *Fly your plane along the circle orbit using the 8-way joystick.
- *Shoot the enemy formation flying from the depth of the screen. (Some enemy planes appear from outside of the screen at higher Phases.)
- *Surviving enemy planes stand by in the depth of the screen.
 After four enemy formations have shown up, all the surviving enemy planes get united and attack on the player.
- *The last two enemy planes try to escape. Shoot them quickly for 1000 points each.
- *Destroy the three warping enemy satellites:

500 points for the 1st one 1000 - - - 2nd one 1500 - - - 3rd one

- *By destroying the center satellite (pink color) of the three, the player gets extra power and can shoot two bullets at one press of the shooting button. After the player has extra power, 1000, 1500 and 2000 points can be earned respectively for the first, second and third warping satellites.
- *At higher phases, meteors appear which cannot be destroyed, and pairs of other satellites which radiate electromagnetic waves. The player can destroy the satellites for 200 points each.
- *At the "Chance Stages," the enemies cannot defeat the player. 100 points can be earned by shooting one enemy plane. Destroy all the enemy planes in a formation for Bonus Points. The third phase and every fourth phase on are the Chance Stages. Bonus Points on each stage are as follows:

The 3rd phase : 1000 points 7th : 1500 points 11th : 2000 points 15th : 2500 points 19th and on : 3000 points

Special Bonus of 10,000 points are awarded, (depending on Bonus point dip switch setting), by wiping out all the four formations.

OPTIONAL DIP SWITCH SETTINGS

1. Dip Switch No.1 (8P Dip Switch)

Credits

COin	Plays	SW1	SW2	SW3	SW4	SW5	SW6	SW7	SW8
1	1	Off	Off						
1	2	On	Off	Off	Off	On	Off	Off	Off
1	3	Off	On	Off	Off	Off	On	Off	Off
1	4	On	On	Off	Off	On	On	Off	Off
1	4 5	Off	Off	On	Off	Off	Off	On	Off
1	6	On	Off	On	Off	On	Off	On	Off
1.	7	Off	On	On	Off	Off	On	On .	Off
2	1	On	On	On	Off	On	On	On	Off
2	1 3 5	Off	Off	Off	On	Off	Off	Off	On
2		On	Off	Off	On	On	Off	Off	On
3	1	Off	On	Off	On	Off	On	Off	On
3	2 .	On	On	Off	On	On	On	Off	On
3	4	Off	Off	On	On	Off	Off	On	On
4	1	On	Off	On	On	On	Off	On	On
4	3	Off	On	On	On	Off	On	On	On
Free Play		On	On						
[

2. Dip Switch No. 2 (8P Dip Switch)

Number	Of	Spaces	hips

Number	SW1	SW2
* 3	Off	Off
4	On	Off
5	Off	On
256	On	On

Game Type

Style	SW3	Players
Table	Off	1 or 2 Players
Upright	On	Only 1 Player

Bonus Points

Bonus Points	SW4
50,000 Pts. and after every 70,000 Points	Off
*60,000 Pts. and after every 80,000 Points	On

2. Dip Switch No. 2 , continues

Level of difficulty

Option	SW5	SW6	sw7
Very easy Easy -1 " -2 " -3 Average Difficult* Very Difficult Most Difficult	off on off on off on off on	off off on on off off on	off off off off on on on

Audio Attraction

Sound Mode	SW8
NO sound in attract mode	off
Sound in attract mode	on*

3. Dip Switch No. 3

Music Mode	SW1
Music Off	Off
Music On	On *

^{*} Denotes Normal Settings

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 chasis 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 $\rm H_Z$ or 60 $\rm H_Z$ power source. All games shipped from Centuri, Inc., are in the 110 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.

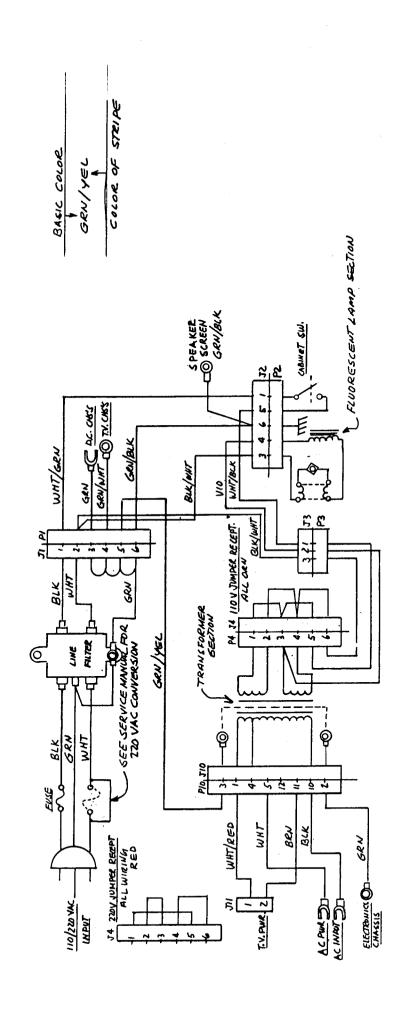
THIRD: On the game power transformer, locate the "orange" jumper plug which is marked, 110 VAC. Unplug the "orange" jumper, and plug in the "red" jumper marked 220 VAC.

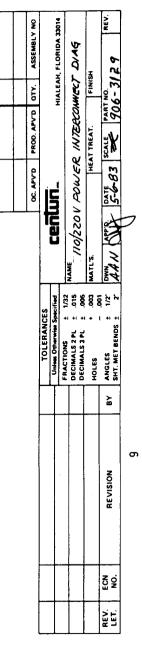
To revert back to 110 VAC, replace the components originally removed from the Steps above.

***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. 1, 110/220 POWER INTERCONNECT DIAGRAM, #.904-0004).







ROUTINE MAINTENANCE & SERVICE

Because of the solid state electronic circuitry, this machine should require very little maintenance, and only occassional 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.

Occassionally 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.

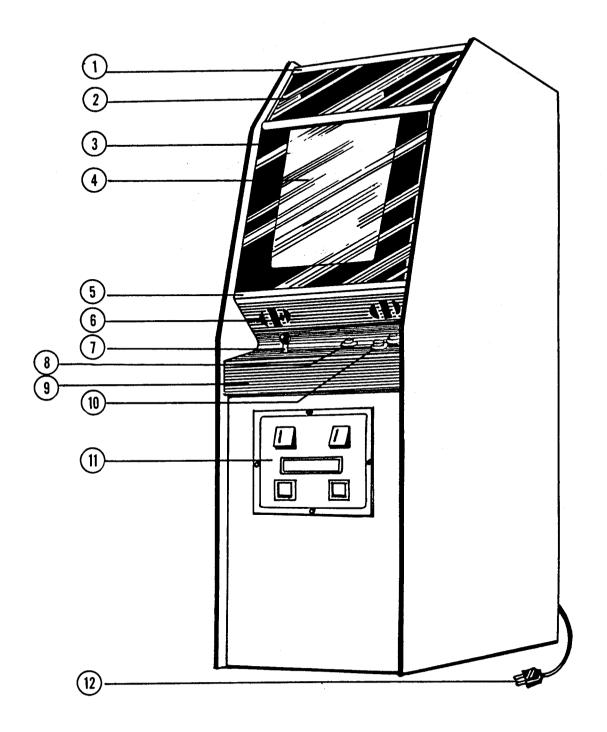
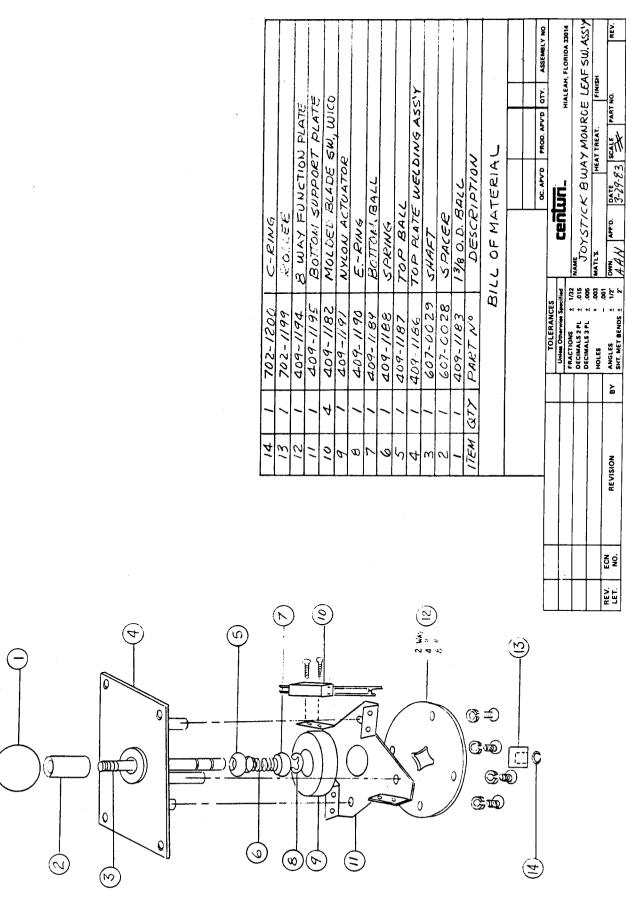


FIG. 2

CABINET FRONT VIEW PARTS LIST

ITEM	PART NUMBER	DESCRIPTION
1	302-2705	Marquee Top Holding Bracket
2	802-3109	Marquee, Gyruss
3	804-3126	Monitor Top Graphic Bezel
4	605-0975	Viewing Glass, #2094
5	302-2704	Glass Holding Bracket
6	403-1171	Speaker, 8 ohm, 6 Watts
7	702-1197	Joystick Ass'y, 8 Way
8	701-1171	Player 1 Start Button/ Fire Button
9	609-3171	Control Deck W/Overlay
10	701-1170	Player 2 Start Button
11	009-4694	Coin Door
12	402-1511	Power Line Cord



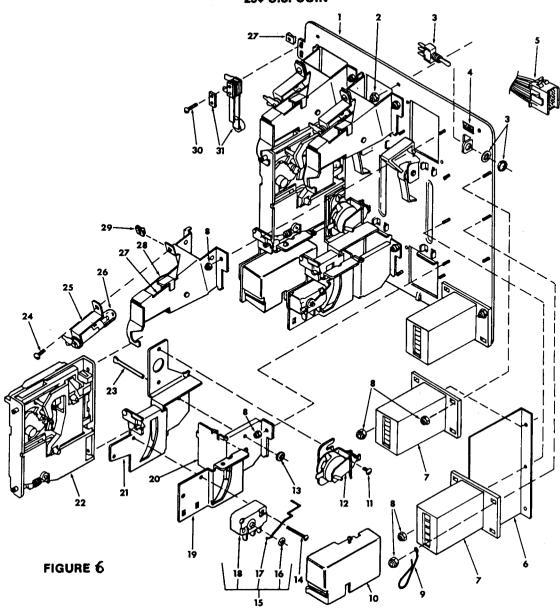
2800-0 FRONT PLATE EXPLODED VIEW

(FIGURE 5)

PARTS LIST

$\underline{\text{NO}}$.	CENTURI P/N:	MANUFACTURING P/N:	DESCRIPTION:
1.	606-0966	5031-10	25¢ COIN ACCEPTOR
5.	606-0987	904717	LAMP SOCKET
6.	606-0988	904716	#47 LAMP (6.3 VOLT)
8.	606-0990	404464	INNER PANEL/LEVER ASS'Y.
10.	606-0967	904591	COIN RETURN BUTTON
11.	606-0968	904703	25¢ PRICE DECAL
12.	606-0969	904589-2	REJECT COVER BUTTON (25¢)
16.	606-0971	904588	COIN INLET HOUSING
17.	606-0975	904590	COIN RETURN BEZEL
18.	606-0972	904599	COIN RETURN DOOR
19.	606-0991	404463	FRONTPLATE ASS'Y.(3 ¹ /8"x9½"
21.	606-0986	905115	BAR
25.	606-0963	900651	RETAINER
26.	606-0964	904710-1	SWITCH-WIRE, SILVER
27.	409-1165	904845	SWITCH
29.	606-0983	404354	12 VOLT C.R.E.M. ASS'Y.
30.	606-0982	904762	SWITCH COVER
31.	606-1001	404604	COIN RETURN BUTTON ASS'Y.
32.	606-1000	905425-4	COIN INLET HOUSING

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



index No.	e Part No.	Description	inde 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
6	904822	Insulation		707720	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	20	304717	Socket Sayonet-Base Lamp
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.	30	116-4-8	Screw
		25¢ Coin	31	904704	Slam Switch Assembly
16	900651	Retainer	•	001.04	Own Owner Assembly

2800 SERIES COIN DOOR EXPLODED VIEW

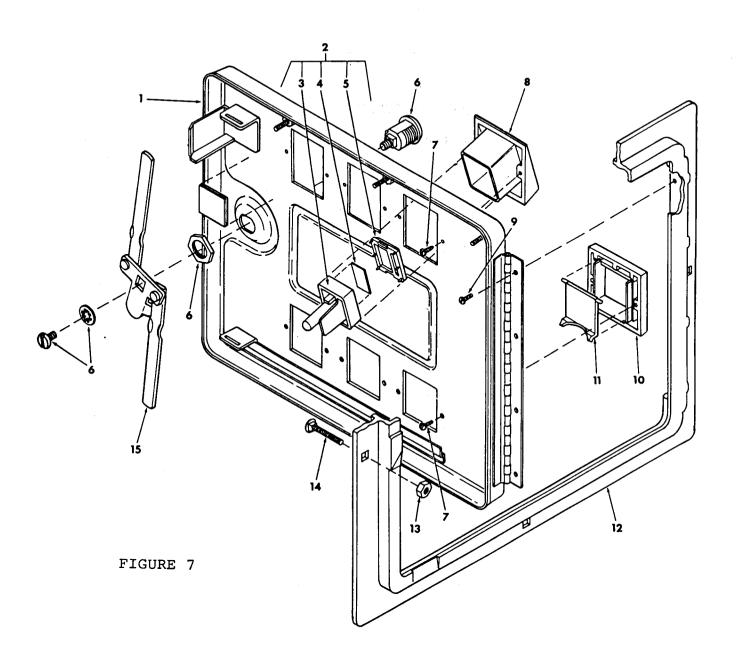
25¢ U.S. COIN

(FIGURE 6)

PARTS LIST

NO.	CENTURI P/N:	MANUFACTURING P/N:	DESCRIPTION:
1.	606-0978	404429	INNER PANEL w/LEVERS SUBASS'Y.
3.	409-1166	904782	TOGGLE SWITCH
4.	606-0979	904706	TEST SWITCH DECAL
5.	364-62-1000A		CUSTOM HARNESS ASS'Y.
6.	606-0980	904822	INSULATION
7.	419-1662	404352	COIN COUNTER ASS'Y.
9.	606-0981	904722	WIRE KEY HOLDER
10.	606-0982	904762	SWITCH COVER
12.	606-0983	404354	C.R.E.M. COIL ASS'Y. (12 VOLT D.C.)
17.	606-0964	904710-1	SILVER SWITCH WIRE - FOR 25¢ U.S. COIN
18.	409-1165	904845	SWITCH
19.	606-0965	904701	COIN CHUTE
20.	606-0984	904598	COIN RETURN BOX
21.	606-0985	404428	SWITCH & C.R.E.M. COIL BRACKET ASS'Y.
22.	606-0966	5301-10	25¢ ACCEPTOR
23.	606-0986	905115	BAR
25.	606-0987	904717	MINIATURE BAYONET-BASE LAMP SOCKET
26.	606-0988	904716	#47 LAMP (6.3 VOLTS)
27.	606-0989	404418	COIN INLET CHUTE-SUBASS'Y
31.	409-1167	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

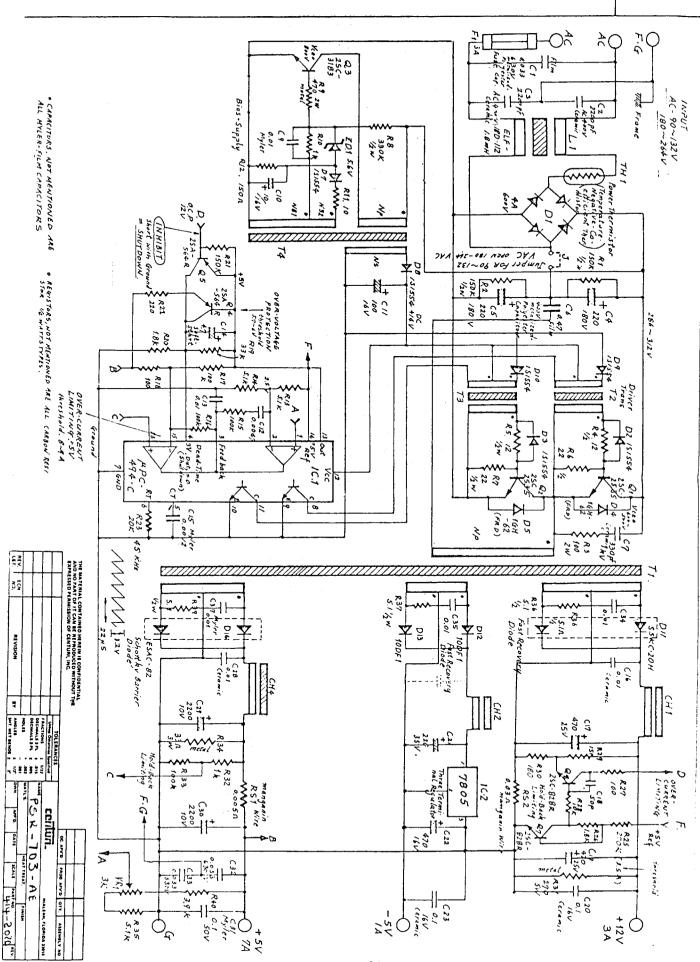
2800 SERIES COIN DOOR EXPLODED VIEW

25¢ U.S. COIN

(FIGURE 7)

PARTS LIST

\underline{NO} .	CENTURI P/N:	MANUFACTURING P/N:	DESCRIPTION:
1.	606-0974	404341	COIN DOOR ONLY (2 COIN)
2.	606-0976	404348-1	COIN DOOR BUTTON ASS'Y. FOR U.S. 25¢ COIN
3.	606-0967	904591	COIN RETURN BUTTON
4.	606-0968	904703	U.S. 25¢ PRICE DECAL
5.	606-0969	904589-2	COIN RETURN BUTTON COVER
6.	606-0970	904707-1	LOCK ASSEMBLY w/KEYS
8.	606-0971	904588	COIN BUTTON HOUSING (INLET HOUSING)
10.	606-0975	904590	COIN RETURN BEZEL
11.	606-0972	904599	COIN RETURN COVER
12.	606-0973	904581	COIN DOOR FRAME (11 5/8"x12 3/8")
15.	606-0977	404357	LOCKING ARM ASSEMBLY
16.	606-1001	404604	COIN RETURN BUTTON ASS'Y.
17.	606-1000	905425-4	COIN INLET HOUSING

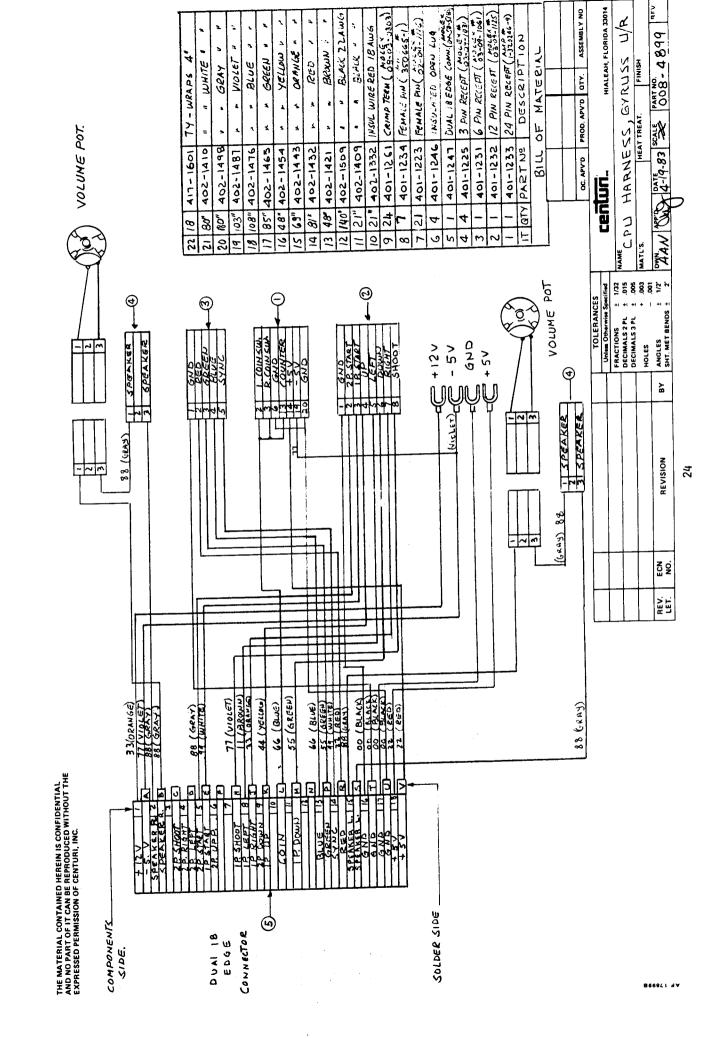


Power Supply PSR-703AE PARTS LIST (414-2020)

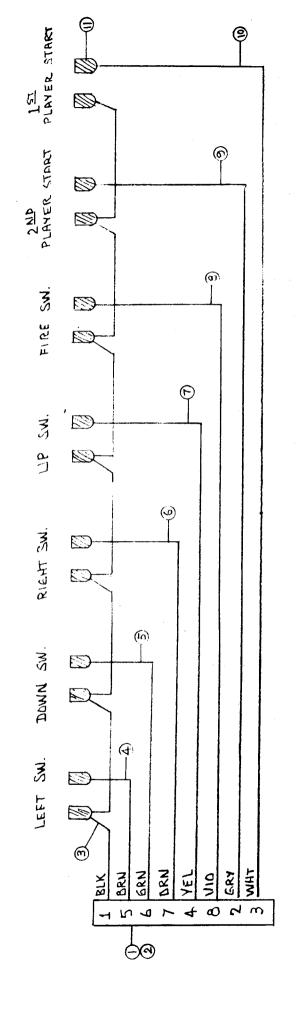
Cumbol	Description	Qty
Symbol D1 D4,D5 D2,D3,D7,	Bridge Stack, RB-40, 600V Fast Recovery Diode, 1GH62 Switching Diode, 1S1554	1 2 6
D8,D9,D10 D11 D12,D13 D16 ZD1 Q1,Q2	Fast Recovery Diode, S5KC20H Fast Recovery Diode, 10DF1 Schotky Barrier Diode, C8P030 Zener Diode, 05Z, 5.6V, 500mw Power Transistor, 2SC2553 Power Transistor, 2SC2831	1 2 1 2 1 2 2 1 1 2 1
Q3 Q4,Q5 Q6,Q7 IC 1 IC 2 T1	Transistor, 2SA564R Transistor, 2SC828R Switching Control, UPC494C Regulator IC, 7805 (1A) Power Transformer, SM2335 Driver Transformer, SM2215B	2 2 1 1 1 2
T2,T3 T4 CH1 CH2 CH4 L1	Power Transformer (Sub) SM2376 Choke Transformer, SM2219 Choke Transformer, SM2376B Choke Transformer, SM2366 AC Line Filter, ELF-18D-112	1 1 1 1 1 2
TH1 C2,C3 C1 C6 C15 C9,C13,C34,	Power Thermistor, TD18-010 Ceramic Capacitor, 2200pf, AC400V Capacitor, Metalized, 0.033mf, 600V , 0.47mf, 50V , Mylar, 0.001mf, 50V , 0.01mf	2 1 1 1 5
C35,C37 C12 C31 C18 C7 C16,C28	" , 0.0047mf " , 0.1mf Capacitor, Ceramic, 50pf, 50V " , 330pf, 1kv " , 0.01mf, 16V " , 0.1mf, 16V	1 1 1 2 2 1
C20,C23 C14 C10 C11 C21 C22 C17,C19	Capacitor, Electrolytic, 4.7mf, 25V 10mf, 16V 100mf, 16V 220 mf, 35V 470mf, 16V 470mf, 25V	1 1 1 1 2 2 2
C29,C30 C4, C5 R31 R34 R9 R3	" , 2200mf, 10V " , 220mf, 180V Resistor, Cement, 270 ohm, 5W " , 0xide Metal Film, 33 ohm, 3W " , 470 ohm, 2W " , 100 ohm, 2W	2 1 1 1 1

POWER SUPPLY PSR-703AE PART LIST (414-2020)

Symbol	<u>Description</u>	Qty
R36 R37 R39	Resistor, Carbon, 5.1 ohm, 1/2 W	3
R4, R5	" , 12 ohm, 1/2 W	3 2 2 2
R6, R7	" , 22 ohm, 1/2 W	2
R1, R2	" , 150K ohm, 1/2 W	2
R8	" , 330K ohm, 1/2 W	1
	" 150 ohm, 1/4 W	1
R12	" , 1K ohm, 1/4 W	ī
R10		ī
R11	, 10 Ottill 1/ T H	i
R40	, 3.9k Ulim, 1/4 W	1
R35	" , 5.1K ohm, 1/4 W	7
R18,R27	", 100 ohm, 1/4 W	2
R30	" , 180 ohm, 1/4 W	1
R22	" , 220 ohm, 1/4 W	1
R32	", 1K ohm, 1/4 W	1
R26	" , 1.8K ohm, 1/4 W	1
R12,R14	" , 5.1K ohm, 1/4 W	2
R28	" , 10K ohm, 1/4 W	1
R29	" , 15K ohm, 1/4 W	1
R23	" 20K ohm, 1/4 W	1
	" , 6.8K ohm, 1/4 W	1
R19		4
R15,R16,R17,R33		i
R21	, 150K Onn, 1/4 H	1
R25	, 2/0K UIIII, 1/4 K	1
R20	" , 390 ohm, 1/4 W	1
VR1	Semi-fixed resistor, GFD6-B 3K	1
RS1	Manganese Metal Wire, A-2145	Ţ
RS2	Manganese Metal Wire, 1.0 Ø x 55m/m	Ī
F1	Fuse, 3 amp.	1
	Fuse Holder, F-207	1

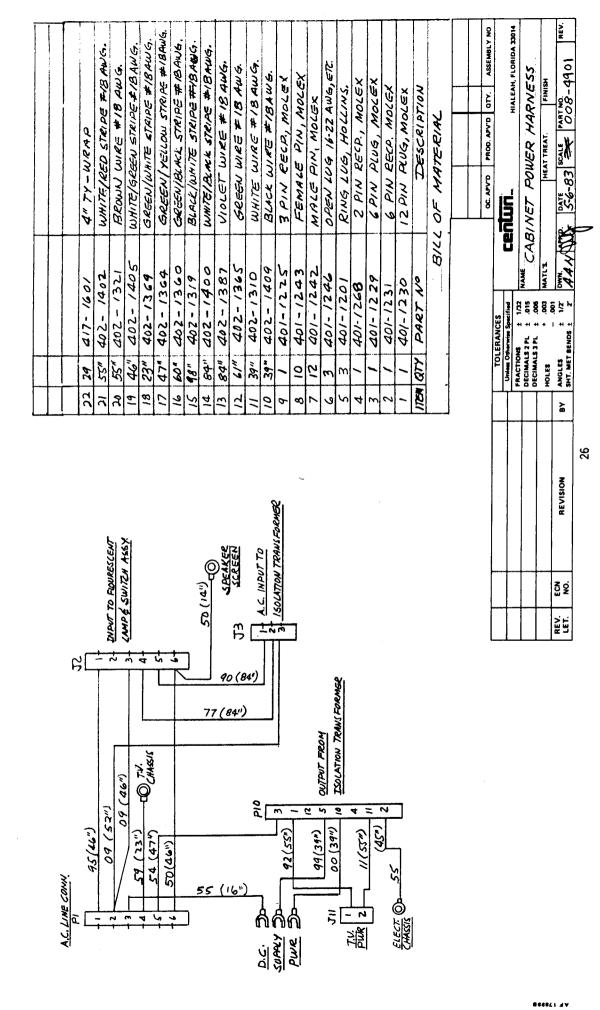


AND NO PART OF IT CAN BE REPRODUCED WITHOUT THE EXPRESSED PERMISSION OF CENTURI, INC.



NO 4105		REV.
OTY. ASSEMBLY NO	H.	PART NO. 4878
OTY.	FINISH	8-4 4-4
Q.A.A.		PART CAC
CENTROL PRIVE HARNESS	HEAT TREAT.	SCALE
	HEAT	83
OC. APV'D		DATE 5-9-83
CENTURAL PANE		
	Š	
NAME NAME	MATL'S.	3
E WR 17C 3/10 WHITE WHIT	.003	1/2°
601 4" TIE WRAP 1302 9-95 ETC 3/16" 1410 22 AWG WHITE 1418 22 AWG WINE 1498 22 AWG VIOLET 32 CRANDED WINE 1454 6TRANDED WINE 1/32 NAME 1/32 NAME 1/32 NAME 1/32 NAME 1/32 NAME 1/32 NAME	1 + 	+1 +1
- 20 00 - 4 - H - S 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8	s	ANGLES SHT. MET BENDS
	HOLES	ANGLES SHT. ME
12 A/R 11 14 10 38" 9 35" 7 731" 7 747 7 747 15 MRT		BY
11 11 10 0 0 L V 10 10 10 10 10 10 10 10 10 10 10 10 10		
22 AWG GREEN 22 AWG GREEN 22 AWG GREEN 34 AWG BROWN 51 RANDED WIRE 22 AWG BLACK 32 PIN PLUG. 32 PIN PLUG. 32 PIN PLUG.		REVISION
24" 402- 1443 31 AWG ORANGE 24" 402- 1465 52 AWG GREEN 24" 402- 1461 518 ANDED WIRE 87" 402- 1509 518 ANDED WIRE 87" 401-122 02-09-2116 MOLEX 1401-1230 03-09-2122 MOLEX 17 PART NO. DESCRIPTION BILL		REV
402-1465 402-1465 402-1509 401-1222 401-1230 PART NO.		
6 24" 402-1443 5 24" 402-1465 4 29" 402-1421 3 87" 402-1509 2 8 401-1222 1 1 401-1230 Ry QTY PART No.		
24" 24" 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1		NO C
10 14 W V -1 M	- ;	LET.
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The GYRUSS Sound System employs dual amplifiers which provides stereophonic sound effects.

TO ACHIEVE MAXIMUM SOUND QUALITY

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- Adjust the 2 (two) trimmer pots located on the P C Board to a position no greater than 1/4 turn from maximum volume.
- Adjust each individual volume control, which
 is located inside the coin door, to obtain
 desired volume and balance between speakers.