

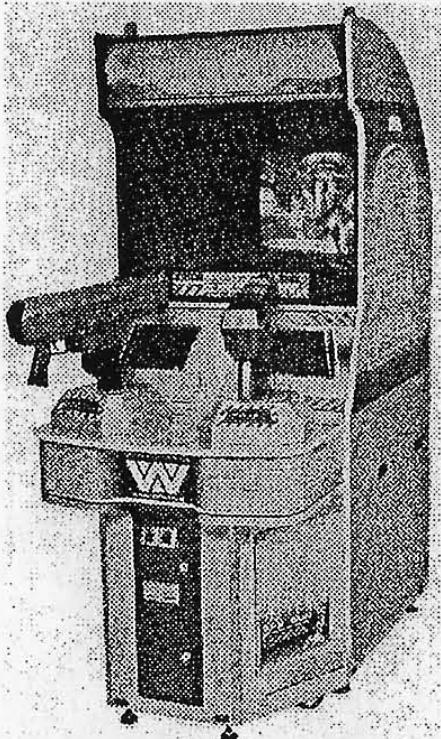
1ST PRINTING - (UK Edition)

SEGA

ALIEN 3™
THE GUN

ALIEN™ & © 1993 TWENTIETH CENTURY FOX FILM CORPORATION. ALL RIGHTS RESERVED.

OWNER'S MANUAL



Built in the UK by Deith Leisure Limited (A SEGA Company)

MANUAL NO. ALIEN3 / MAN

TABLE OF CONTENTS

INTRODUCTION OF THE OWNER'S MANUAL	
1. HANDLING PRECAUTIONS	1
2. PREVENTION OF COUNTERFEITING AND CONVERSION	2
3. PRECAUTIONS CONCERNING INSTALLATION LOCATION	3
4. NAME OF PARTS	4
5. ACCESSORIES	5
6. INSTALLATION PRECAUTIONS AND TRANSPORTATION OF MACHINE	6
7. HOW TO PLAY	7~10
8. EXPLANATION OF TEST AND DATA DISPLAY	11
8-1 SWITCH UNITS	12
8-2 TEST MENU	13
8-3 MEMORY TEST	14
8-4 GUN ADJUSTMENT	15
8-5 INPUT TEST	16
8-6 OUTPUT TEST	17
8-7 SOUND TEST	18
8-8 C. R. T. TEST	19
8-9 GAME ASSIGNMENTS	20
8-10 COIN ASSIGNMENTS	21~25
8-11 BOOKKEEPING	26~27
8-12 BACKUP DATA CLEAR	28
9. CONTROLLER	29
9-1 TAKING OUT THE CONTROLLER	29
9-2 ADJUSTMENT AND REPLACEMENT OF VOLUME	30~31
9-3 REPLACEMENT MOTOR BRUSH	32
9-4 REPLACEMENT TRIGGER SWITCH	33~34
9-5 GREASING	35~36
10. REPLACEMENT OF FLUORESCENT LAMP	37
11. EXPLANATION OF COIN SELECTOR	38
12. MONITOR ADJUSTMENTS	39~41
13. PERIODIC INSPECTION TABLE	42
14. TROUBLESHOOTING	43
15. GAME BOARD	44
15-1 COMPOSITION OF GAME BOARD	44
15-2 INPUT AND OUTPUT	45
16. DESIGN RELATED PARTS	46
17. PARTS LIST	47~71
18. WIRE COLOR CODE TABLE	72
19. WIRING DIAGRAM	73

SPECIFICATIONS

Installation space	:	1,360 mm (53.5 in.) (D) × 800 mm (31.5 in.) (W)
Height	:	1,930 mm (76.0 in.)
Weight	:	Approx. 215 kg. (475 lbs.)
Power, maximum current	:	
		230W 1.6A(AC 220V 50 Hz AREA)
		220W 1.6A(AC 220V 60 Hz AREA)
		230W 1.5A(AC 240V 50 Hz AREA)
		220W 1.4A(AC 240V 60 Hz AREA)
CRT	:	28 INCH MONITOR

NOTE: Descriptions in this manual are subject to change without prior notice.

INTRODUCTION OF THE OWNER'S MANUAL

SEGA ENTERPRISES, LTD., supported by its high electronic technology of LSIs, microprocessors, etc. and a wealth of experience, has for more than 30 years been supplying various innovative and popular game machines to the world market. This Owner's Manual is intended to provide detailed descriptions together with all the necessary information covering the general operation of electronic assemblies, electromechanicals, servicing control, spare parts, etc. as regards ALIEN³ THE GUN, a new SEGA product.

This manual is intended for those who have knowledge of electricity and technical expertise especially in ICs, CRTs, microprocessors, etc. Carefully read this manual to acquire sufficient knowledge before working on the machine. Should there be a malfunction, non-technical personnel should under no circumstances touch the interior system. Should such a case arise, contact our Main Office or the closest branch office listed as follows:

SEGA ENTERPRISES, INC. (U.S.A.)/CUSTOMER SERVICE

45133 Industrial Drive, Fremont, California 94538, U.S.A.

Phone : (415) 802-3100

Fax : (415) 802-1754

SEGA AMUSEMENTS EUROPE LIMITED/AMUSEMENT MACHINE SALES DIVISION

Unit 2 Industrial Estate, Leigh Close, New Malden, Surrey KT3 3NL, England

Phone : (081) 336-2256

Fax : (081) 336-1715

SEGA SOUTHERN EUROPE LIAISON OFFICE

Calle Vallellano, 19-23, 1^o A, 37008-Salamanca, Spain

Phone : (923) 265893

Fax : (923) 265913

1. HANDLING PRECAUTIONS

- When installing or inspecting the machine, be very careful of the following points and pay attention to ensure that the player can enjoy the game safely.
- Be sure to switch the power off before working on the machine.
- To insert or pull out the plug quickly is dangerous.
- It is necessary to make sure that the power cord or grounding wire is not routed in a manner so as to be dangerous. Make sure that grounding connections are made safely at a position where so specified.
- Do not use any fuse that does not meet specified rating.
- Make complete connections for the IC board and other connection. Insufficient insertion of ICs and connectors will lead to unreliability and possible damage to the machine.
- The operating (ambient) temperature range is from 5°C to 40°C.
- When cleaning the Monitor CRT front glass, use a soft dry cloth and glass cleaner. Do not apply chemicals such as thinners, benzene etc.

After confirming that there are no irregularities, turn the power ON.

□ COPYRIGHT NOTICE

© SEGA 1993

HANDLING PRECAUTIONS

2. PREVENTION OF COUNTERFEITING AND CONVERSION

LABELLING

To prevent counterfeits and conversions, the following labels are put on all the SEGA products. When handling such goods, be sure to confirm the labels. They are used to prevent illegal acts such as the unauthorized copying of the products and the printed circuit boards thereof or carrying on business by manufacturing similar merchandise or by converting, selling or using such products or printed circuit boards.

ORIGINAL SEAL

The following seal is put on the machines manufactured by SEGA.

LICENSE SEAL

The following seal is put on all
SEGA kits, such as the printed
circuit boards.



COPYRIGHT NOTICE

This SEGA product has the copyright notice as follows:

© SEGA 1993

This signifies that this work was disclosed in 1993 and is the property of
SEGA ENTERPRISES, LTD.

3. PRECAUTIONS CONCERNING INSTALLATION LOCATION

The ALIEN³ THE GUN is an indoor game machine. Absolutely do not install it outside. Even indoors, avoid installing in places mentioned below so as to ensure proper usage:

- Places subject to rain or water leakage, or condensation due to humidity.
- In the proximity of an indoor swimming pool and/or shower.
- Places subject to direct sunlight.
- Places subject to heat sources from heating units, etc., or hot air.
- Vicinity of highly inflammable/volatile chemicals or hazardous matter.
- Sloped surfaces.
- Vicinity of anti-disaster facilities such as fire exits and fire extinguishers.
- Places subject to any type of violent impact.
- Dusty places.

INSTALLATION PRECAUTIONS

- 1) Do not insert more than one electrical plug into the power plug socket.
- 2) The per unit standard voltage/amperage is 100~120V/5A and 200~240V/3A.
- 3) If an extension cord is to be used, use a cord of 5A or higher rating.

Electric current consumption

- | |
|---------------------------|
| MAX. 1.6A (AC 220V 50 Hz) |
| MAX. 1.6A (AC 220V 60 Hz) |
| MAX. 1.5A (AC 240V 50 Hz) |
| MAX. 1.4A (AC 240V 60 Hz) |

4. NAME OF PARTS

LABEL

The ITEM THE GUN is an indoor game machine. Applicable to indoor game machine. To ensure proper use, avoid installing in places where people go outside. To ensure proper use, avoid installing in places where people go outside.

BILLBOARD

The FL UNIT is mounted on the inside of the BILLBOARD.

1P side CONTROLLER

CABINET

2P side CONTROLLER

COIN CHUTE DOOR

CASHBOX DOOR

5. SPARES AND ACCESSORIES

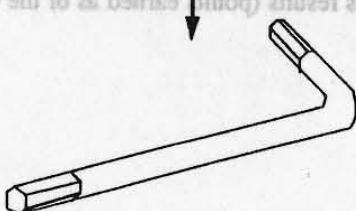
Part No.	Qty	Description	Remarks
ALIEN3 / MAN	1	Owners Manual, Alien Gun (UK)	Please read
53889750	1	Hantarex Monitor Service Manual	
540-0006-01	1	Wrench for TMP PRF SCR M4	Tool
540-0007-01	1	Wrench for TMP PRF SCR M5	Tool
220-5373	1	Potentiometer, B - 5k Ω Lin	For spare, refer to section 9
601-7227	2	Motor Brush	For spare, refer to section 9
E1253	1	Euro Mains Lead with Plug	To convey power to the machine
	2	Key, Coin door	For opening/closing door
	2	Key, Cash box	For opening/closing door
	2	Key, Front service door	For opening/closing door

TOOL

(TAMPERPROOF WRENCH)

M4 540-0006-01

M5 540-0007-01



- The Life Gauge and Gun Power Gauge for the player using the left-hand side gun are displayed on the lower left-hand side of the screen, and those for the player using the right-hand side gun are displayed on the lower right-hand side of the screen.
- When the Life Gauge shows 0, the game is over.

- When the Gun Power shows 0, the machine gun's consecutive shooting becomes slow.

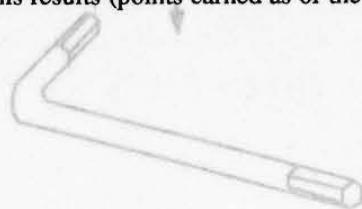
Note: While the Flamethrower is used, the Gun Power Gauge becomes whitish and shows the remaining fuel.

HOW TO PLAY, ETC.

- After credits are registered, the "pull trigger" message will be shown. Start the game by pulling the trigger.
- When the game is started, the story and the still image of that STAGE as well as the map of all stages are displayed (pull the trigger when cancelling).
- Destroying the Boss enemy at the end of each stage results in a STAGE CLEAR.
- In each stage, various ITEMS can be found. Shoot and capture them.

Note: Capturing the ITEMS gives various effects such as strengthening the weapons, recovering the Power, etc. Explanations on the ITEMS are given later.

- Depending on the results of each stage (the number of enemies shot, frequency of damage caused to the player, etc.), the player's ranking varies. As regards ranking, explanations are given later.
- The player's name can be entered if his results (points earned as of the GAME OVER time) are placed 15th or higher.



CONCERNING ITEMS:

RANKING

Flamethrower



This is fired from the muzzle. Use it to wipe out the enemies. Although powerful, it is not effective against far away enemies.

Hand Grenade Supply Unit



Every time the player captures this, one hand grenade is replenished.

25% Life Supply Unit



Recovers 1/4 of the player's power.

100% Life Supply Unit



Recovers the player's power completely.

KNUCK OF HOW-TO-EARN HIGH SCORE

RANKING

- The ranking herein stated refers to the Colonial Marine which the characters operated by the player belong to.

Note: The following 21 ranks are based on the ranking of the U. S. Marine Corps.

Private
Private First Class
Lance Corporal
Corporal
Sergeant
Staff Sergeant
Gunnery Sergeant
Master Sergeant
Sergeant Major
Warrant Officer
Chief Warrant Officer
Second Lieutenant
First Lieutenant
Captain
Major
Lieutenant Colonel
Colonel
Brigadier General
Major General
Lieutenant General
General

KNACK OF HOW-TO-EARN HIGH SCORE

Shoot the enemies (some are escaping) and articles appearing in the stage that can be damaged (lights, boxes, etc.), and be very careful not to shoot Marines (if you do, points decrease).

The ranking appearing after a stage may go higher in a slower pace due to the frequency of damage caused to the player, frequency of CONTINUE or shooting the Marine by mistake.

8. EXPLANATION OF TEST AND DATA DISPLAY

By operating the switch unit, periodically perform the tests and data check. When installing the machine initially or collecting cash, or when the machine does not function correctly, perform checking in accordance with the explanations given in this section.

The following shows tests and modes that should be utilized as applicable.

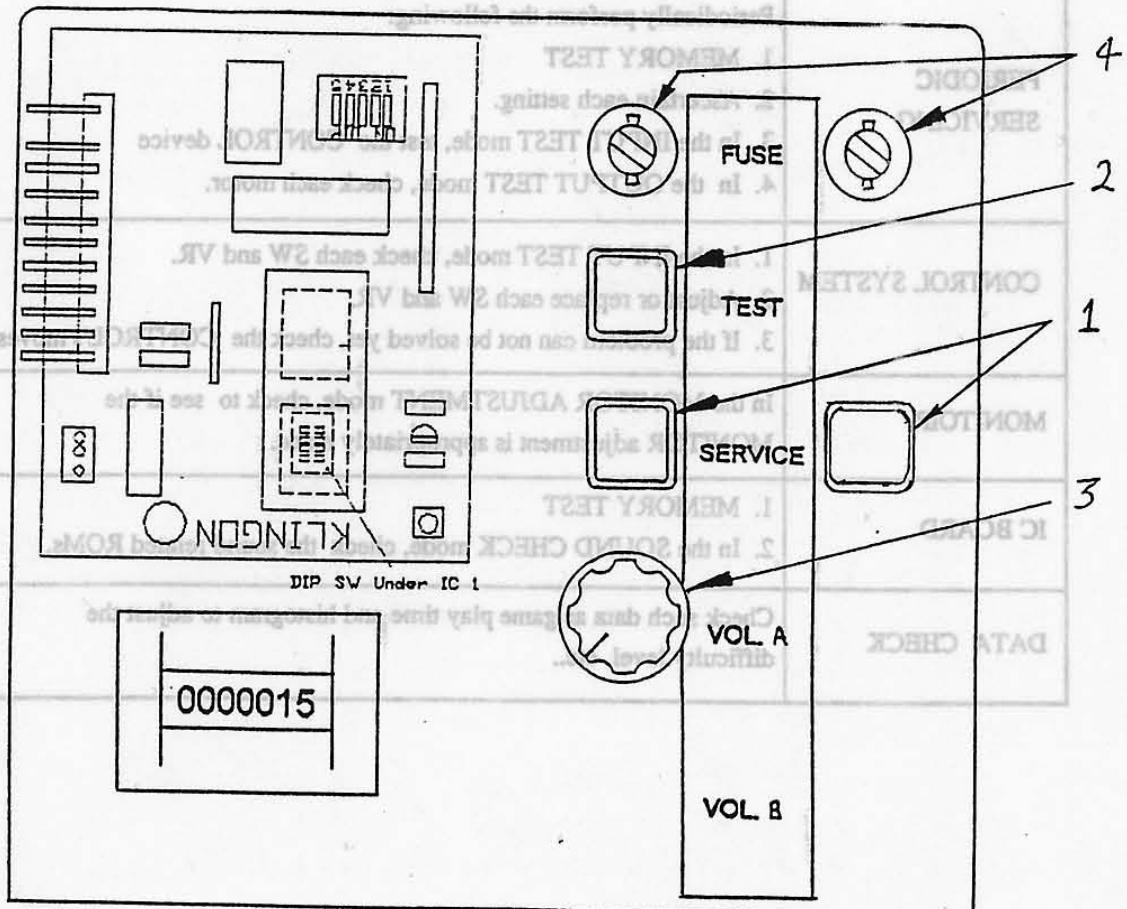
ITEMS	DESCRIPTION	REFERENCE SECTIONS
INSTALLATION OF MACHINE	<p>When the machine is installed, perform the following:</p> <ol style="list-style-type: none"> Check to see that each setting is as per standard setting made at the time of shipment. In the INPUT TEST mode, check each SW and VR. In the OUTPUT TEST mode, check each motor. In the SELF-TEST mode, check ICs on the IC Board. 	8-9 8-5 8-6 8-3
MEMORY	Choose MEMORY TEST in the MENU mode to allow the MEMORY to be performed. In this test, PROGRAM RAMs, ROMs, and ICs on the IC Board are checked.	8-3
PERIODIC SERVICING	<p>Periodically perform the following:</p> <ol style="list-style-type: none"> MEMORY TEST Ascertain each setting. In the INPUT TEST mode, test the CONTROL device In the OUTPUT TEST mode, check each motor. 	8-3 8-9 8-5 8-6
CONTROL SYSTEM	<ol style="list-style-type: none"> In the INPUT TEST mode, check each SW and VR. Adjust or replace each SW and VR. If the problem can not be solved yet, check the CONTROL's moves. 	8-5 8-4, 8-5, 9-2
MONITOR	In the MONITOR ADJUSTMENT mode, check to see if the MONITOR adjustment is appropriately made.	8-8
IC BOARD	<ol style="list-style-type: none"> MEMORY TEST In the SOUND CHECK mode, check the sound related ROMs. 	8-3 8-7
DATA CHECK	Check such data as game play time and histogram to adjust the difficulty level, etc..	8-11, 8-12 8-9

8. EXPLANATION OF TEST AND DATA DISPLAY

By observing the switch unit, basically below will be listed the main functions of each switch initially or collectively carry or when the machine does not function correctly, before referring to the explanations given in this section.

Open the coin chute door and the switch unit shown will appear. The Functioning of each SW is as follows:

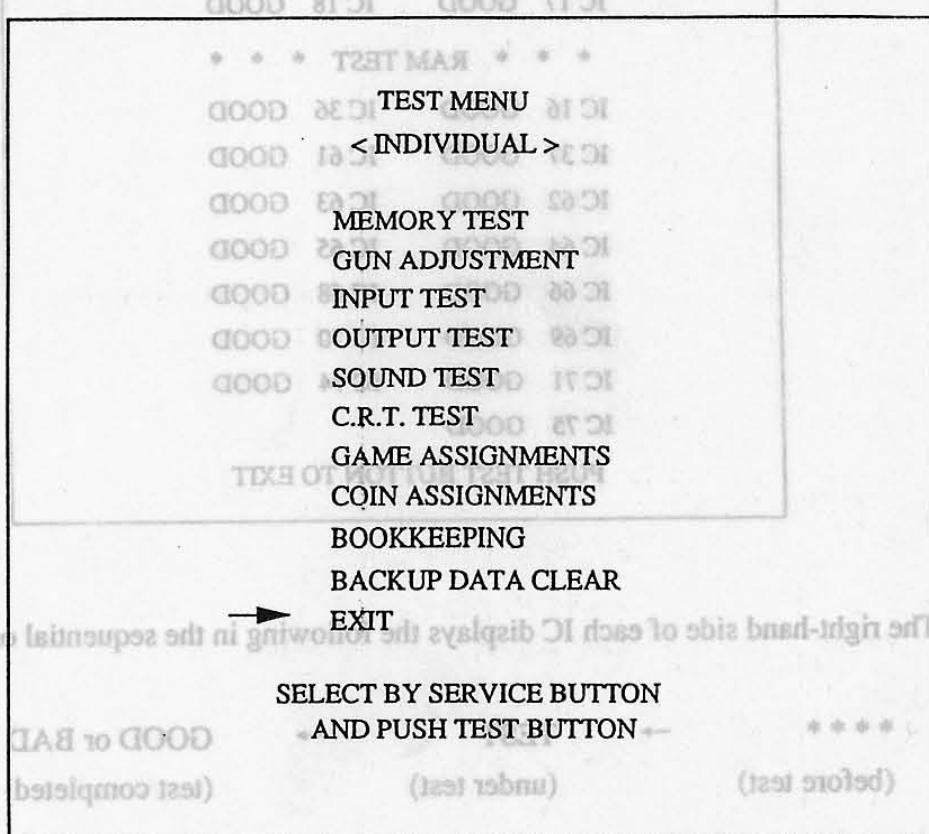
REFERENCE SECTIONS	DESCRIPTION	ITEMS
8-2	① SERVICE SW. ----- Gives credit without registering on the coin meter. (SERVICE BUTTON)	
8-3	② TEST SW. ----- For the handling of the test button, refer to the following page.	I. Check to see that each setting made is the same as the standard setting made at the factory.
8-3	③ SOUND VOLUME. ----- Adjust the sound volume of the Speaker	2. In the OUTPUT TEST mode, operate IC's on the IC Board.
8-3	④ FUSE. ----- When the Gun is subject to an overload, the circuit fuse to protect the motor.	3. In the SELF-TEST mode, operate IC's on the IC Board.
E-8		4. Check to see that each setting made is the same as the standard setting made at the factory.



8-2 TEST MENU

8-3 MEMORY TEST

- The Test Menu allows the functioning of each part of the Cabinet to be checked, the monitor to be adjusted, and the coins and game related various settings to be performed.
- Basically, all settings (game, coin, etc.) are performed in the TEST MENU and therefore, DIP SW is not used.
- This cabinet is provided with 2 SERVICE BUTTONS and either can be used.
- Press the TEST BUTTON to cause the following Test Menu to be displayed on the monitor.



Press the SERVICE BUTTON until the pointer "→" is moved to the desired item. Then press the TEST BUTTON.

After the test is complete, move "→" to "EXIT" and press the TEST BUTTON to return to the Game Mode.

You may position the pointer to "INDIVIDUAL" and press the TEST BUTTON. The word "INDIVIDUAL" toggles to "CONTINUE". In the "CONTINUE" mode, each push of the TEST BUTTON causes transition to the next item. In the "INDIVIDUAL" mode, only the item indicated by the pointer is tested.

8-3 MEMORY TEST

8-3 TEST MENU

The MEMORY TEST mode is for checking the memory IC operations on the board. "GOOD" is displayed for normal ICs and "BAD" is displayed for abnormal ICs.

MEMORY TEST

* * * ROM TEST * * *

IC 8 GOOD IC 9 GOOD

IC 17 GOOD IC 18 GOOD

* * * RAM TEST * * *

IC 16 GOOD IC 36 GOOD

IC 37 GOOD IC 61 GOOD

IC 62 GOOD IC 63 GOOD

IC 64 GOOD IC 65 GOOD

IC 66 GOOD IC 68 GOOD

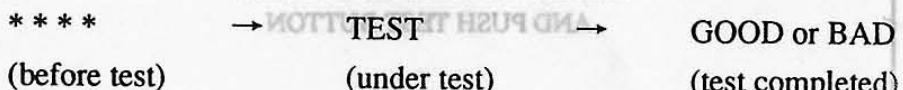
IC 69 GOOD IC 70 GOOD

IC 71 GOOD IC 74 GOOD

IC 75 GOOD

PUSH TEST BUTTON TO EXIT

- The right-hand side of each IC displays the following in the sequential order.



- During the test, NOW TESTING flashes at the above portion of PUSH TEST BUTTON TO EXIT.
- When the test is completed, if the results are shown as above, it is satisfactory.
- It takes approximately thirty seconds to complete the test. If the period exceeds thirty seconds, this may have been caused by board malfunctioning.

- After finishing the test, pressing the TEST BUTTON allows the MENU mode to return on to the screen.

8-4 GUN ADJUSTMENT

8-2 INPUT TEST

Selecting "GUN ADJUSTMENT" causes the following to appear on the monitor screen and this enables the sighting of gun to be set.

GUN ADJUSTMENT					
ADJUST					
	→ CANCEL		PLAYER		
GUN	1 P	OFF	OFF	2 P	TRIGGER
	A 2	OFF	OFF	BUTTON	
4 B	4 B	8 1	7 F	8 F	8 F
			7 F		7 F
SELECT BY SERVICE BUTTON AND PUSH TEST BUTTON					

- Bring the cursor to CANCEL and press the TEST BUTTON to allow the MENU mode to return on to the screen.
- Bring the cursor to ADJUST and press the TEST BUTTON to have the ADJUST mode appear. The ADJUST mode allows the gun (sight) to be set and adjusted.
- When replacing the game BD. and V. R., be sure to choose ADJUST in this menu for the setting.

When ADJUST is selected, the following screen appears:

GUN ADJUSTMENT					
ADJUSTING					
GUN	1 P		2 P		
	A 2		9 0		
4 B	4 B.	8 1	7 F	8 F	8 F
			7 F		7 F
PUSH TEST BUTTON TO EXIT					

- In this mode, carefully move the left-hand side and right-hand side guns within the mobile range. Move them fully in the horizontal direction. When moving them vertically, however, be sure to stop them before going beyond the normal mobile range so as to avoid a kickback reaction.
- Pressing the TEST BUTTON causes the GUN ADJUSTMENT setting to be registered, allowing the MENU mode to return on to the screen.

8-5 INPUT TEST

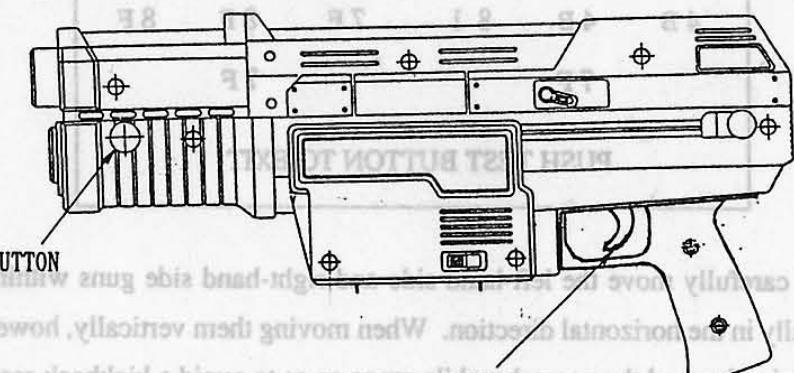
Selecting "INPUT TEST" causes the following to appear on the monitor screen and this enables the status of each switch and GUN(CONTROLLER) to be checked.

INPUT TEST		
PLAYER	1 P	2 P
TRIGGER	OFF	OFF
BUTTON	OFF	OFF
GUN (L-R)	7 8	8 8
GUN (U-D)	A 2	9 0
COIN CHUTE	# 1 - OFF	# 2 - OFF
SERVICE	LEFT - OFF	RIGHT - OFF
TEST	- OFF	
PUSH TEST BUTTON TO EXIT		

- If the values corresponding to GUN (L-R) and GUN (U-D), are within the range of 00~FF (hexadecimal), they are satisfactory.
- Press the TEST BUTTON to cause the menu mode to return on to the screen.

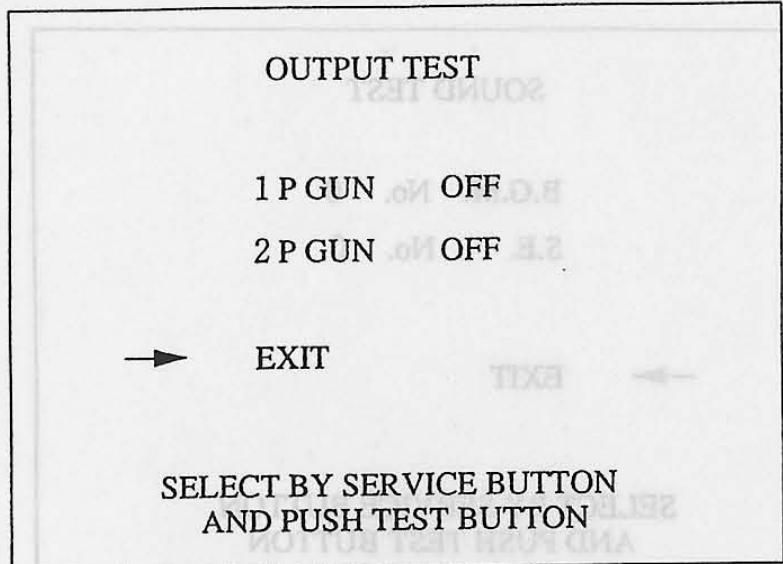
Note: TRIGGER refers to the gun trigger and BUTTON refers to the button attached to the gun.

Note: In this mode, periodically check the status of each SW and GUN.



8-6 OUTPUT TEST

Selecting the "OUTPUT TEST" causes the following to appear on the monitor. This mode allows the gun's VIBRATE MOTOR to be tested.

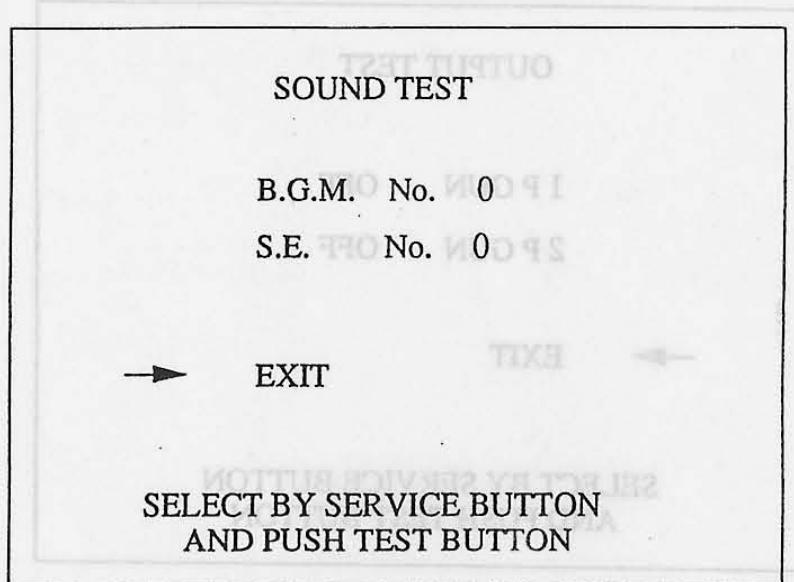


- By bringing the arrow to each of the test items and pressing the TEST BUTTON, if ON is displayed on the screen and the vibration of the guns attached to the cabinet is ascertained, it is satisfactory. As seen from the front of the cabinet, the left-hand side gun is for 1P and the right-hand side one is for 2P.
- The gun is activated while the switch is depressed. When the switch is released, OFF is displayed and the gun ceases to operate.
- Bring the "→" to "EXIT" and press the TEST BUTTON to return to the Menu mode.

8-7 SOUND TEST

8-8 OUTPUT TEST

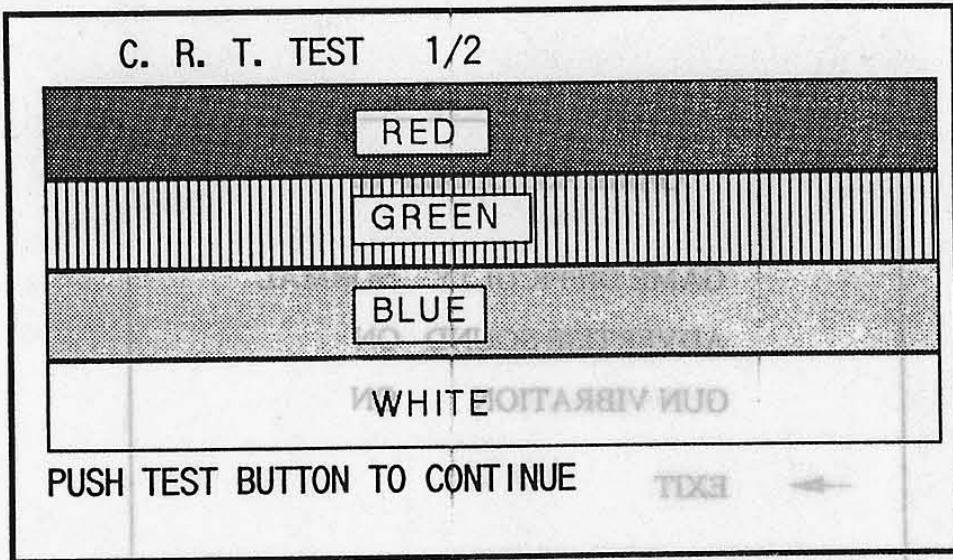
Choose SOUND TEST to cause the following mode to appear on the monitor so that SOUND MEMORY check can be performed.



- Bring the arrow to B.G.M. for background music and move it to S.E. for sound effects.
- At No. 0, however, sound will not be emitted.
- Bring the "→" to "EXIT" and press the TEST BUTTON to return to the Menu mode.

(1) RGB color adjusting screen (1/2)

This page is for adjusting the monitor color.



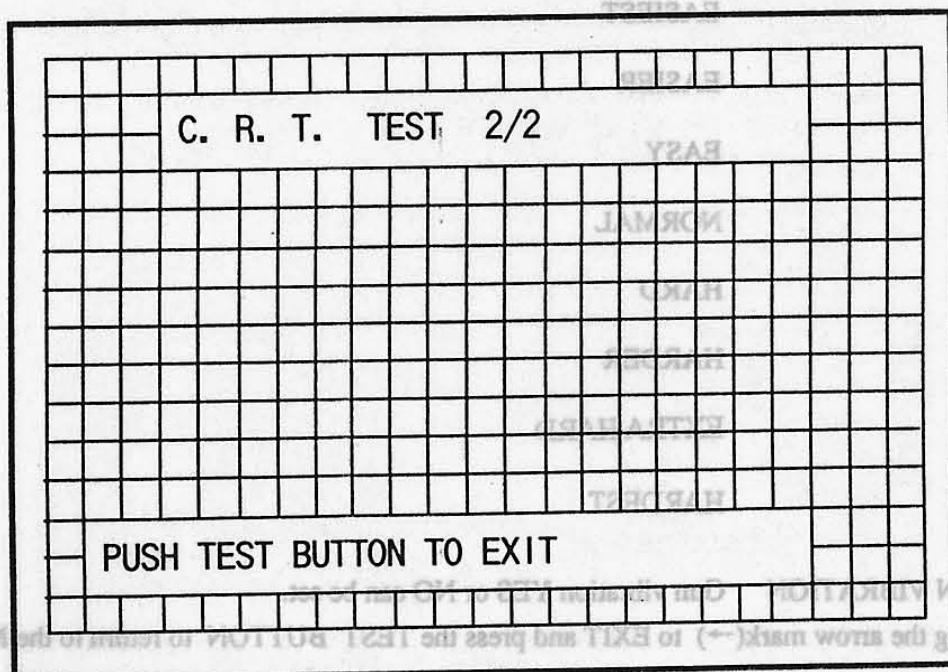
Red, green, and blue are darkest on the leftmost scale and get brighter by 31 gradations to the right. The contrast of the monitor is normal, if the white color bar is black in the leftmost position and is white in the rightmost position.

Press the TEST BUTTON to turn a page.

(2) Monitor size adjusting screen (2/2)

This page is for checking the monitor size.

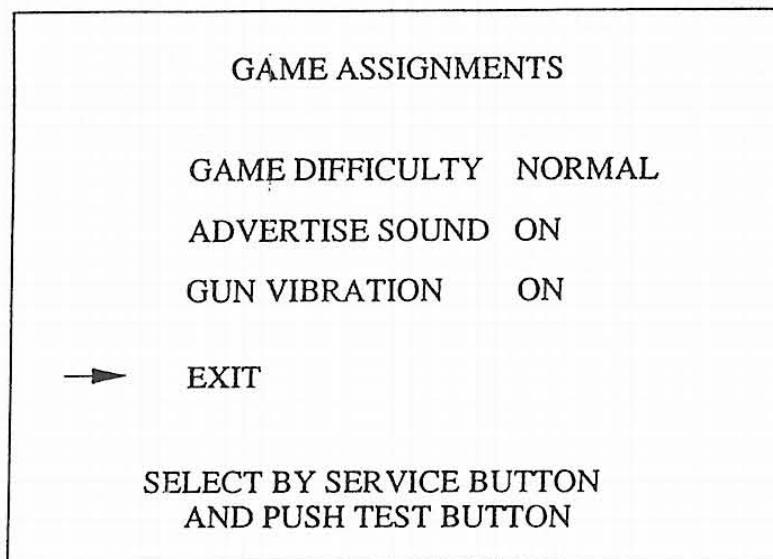
When adjusting the monitor size, be careful so that grids do not go off of the screen.



Press the TEST BUTTON to return to the Menu.

8-9 GAME ASSIGNMENTS

In this mode, the present game setting is displayed and also, the game setting changes can be made.



- **GAME DIFFICULTY** The game difficulty is classified into 8 different categories from EASIEST to EXTRA HARDEST. (EASIEST~EXTRA HARDEST)
Game difficulty is classified into the following 8 different levels:

EASIEST

EASIER

EASY

NORMAL

HARD

HARDER

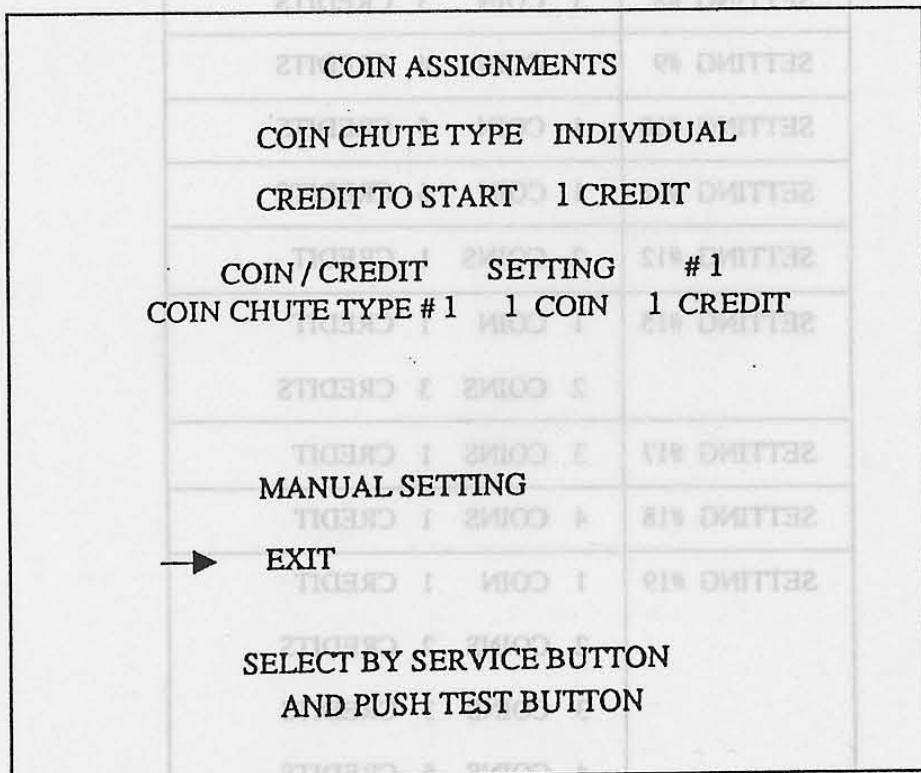
EXTRA HARD

HARDEST

- **GUN VIBRATION** Gun vibration YES or NO can be set.
- Bring the arrow mark(→) to EXIT and press the TEST BUTTON to return to the Menu.

8-10 COIN ASSIGNMENTS

The "COIN ASSIGNMENTS" mode permits you to set the start number of credits, as well as the basic numbers of coins and credits. This mode expresses "how many coins correspond to how many credits".



Note: COIN CHUTE TYPE

INDIVIDUAL: Each player uses a coin chute which accepts coins independently.

COMMON: Coins are accepted in common for both players.

As a standard, it is set to "INDIVIDUAL."

- For COIN/CREDIT SETTING, refer to TABLE 1 (INDIVIDUAL) and TABLE 2 (COMMON).
- Choosing the MANUAL SETTING allows a finer classification settings to be made.
- Bring the arrow mark(→) to EXIT and press the TEST BUTTON to return to the Menu.

TABLE 1 COIN/CREDIT SETTING
(COIN CHUTE INDIVIDUAL TYPE)

NAME OF SETTING	FUNCTIONING OF EACH COIN CHUTE	
SETTING #1	1 COIN	1 CREDIT
SETTING #6	1 COIN	2 CREDITS
SETTING #8	1 COIN	3 CREDITS
SETTING #9	1 COIN	4 CREDITS
SETTING #10	1 COIN	5 CREDITS
SETTING #11	1 COIN	6 CREDITS
SETTING #12	2 COINS	1 CREDIT
SETTING #15	1 COIN	1 CREDIT
	2 COINS	3 CREDITS
SETTING #17	3 COINS	1 CREDIT
SETTING #18	4 COINS	1 CREDIT
SETTING #19	1 COIN	1 CREDIT
	2 COINS	2 CREDITS
	3 COINS	3 CREDITS
	4 COINS	5 CREDITS
SETTING #21	3 COINS	1 CREDIT
	5 COINS	2 CREDITS
SETTING #22	2 COINS	1 CREDIT
	4 COINS	2 CREDITS
	5 COINS	3 CREDITS
SETTING #24	1 COIN	1 CREDIT
	2 COINS	2 CREDITS
	3 COINS	3 CREDITS
	4 COINS	4 CREDITS
	5 COINS	6 CREDITS
SETTING #26	FREE PLAY	

TABLE 2 COIN/CREDIT SETTING (COIN CHUTE COMMON TYPE)

NAME OF SETTING	FUNCTIONING OF COIN CHUTE #1		FUNCTIONING OF COIN CHUTE #2	
SETTING #1	1 COIN	1 CREDIT	1 COIN	1 CREDIT
SETTING #2	1 COIN	1 CREDIT	1 COIN	2 CREDITS
SETTING #3	1 COIN	1 CREDIT	1 COIN	3 CREDITS
SETTING #4	1 COIN	1 CREDIT	1 COIN	4 CREDITS
SETTING #5	1 COIN	1 CREDIT	1 COIN	5 CREDITS
SETTING #6	1 COIN	2 CREDITS	1 COIN	2 CREDITS
SETTING #7	1 COIN	2 CREDITS	1 COIN	5 CREDITS
SETTING #8	1 COIN	3 CREDITS	1 COIN	3 CREDITS
SETTING #9	1 COIN	4 CREDITS	1 COIN	4 CREDITS
SETTING #10	1 COIN	5 CREDITS	1 COIN	5 CREDITS
SETTING #11	1 COIN	6 CREDITS	1 COIN	6 CREDITS
SETTING #12	2 COINS	1 CREDIT	2 COINS	1 CREDIT
SETTING #13	2 COINS	1 CREDIT	1 COIN	1 CREDIT
SETTING #14	2 COINS	1 CREDIT	1 COIN	2 CREDITS
SETTING #15	1 COIN	1 CREDIT	1 COIN	1 CREDIT
	2 COINS	3 CREDITS	2 COINS	3 CREDITS
SETTING #16	1 COIN	1 CREDIT	1 COIN	3 CREDITS
	2 COINS	3 CREDITS		
SETTING #17	3 COINS	1 CREDIT	3 COINS	1 CREDIT
SETTING #18	4 COINS	1 CREDIT	4 COINS	1 CREDIT
SETTING #19	1 COIN	1 CREDIT	1 COIN	1 CREDIT
	2 COINS	2 CREDITS	2 COINS	2 CREDITS
	3 COINS	3 CREDITS	3 COINS	3 CREDITS
	4 COINS	5 CREDITS	4 COINS	5 CREDITS
SETTING #20	1 COIN	1 CREDIT	1 COIN	5 CREDITS
	2 COINS	2 CREDITS		
	3 COINS	3 CREDITS		
	4 COINS	5 CREDITS		
SETTING #21	3 COINS	1 CREDIT	1 COIN	2 CREDITS
	5 COINS	2 CREDITS		
SETTING #22	2 COINS	1 CREDIT	2 COINS	1 CREDIT
	4 COINS	2 CREDITS	4 COINS	2 CREDITS
	5 COINS	3 CREDITS	5 COINS	3 CREDITS
SETTING #23	2 COINS	1 CREDIT	1 COIN	3 CREDITS
	4 COINS	2 CREDITS		
	5 COINS	3 CREDITS		
SETTING #24	1 COIN	1 CREDIT	1 COIN	1 CREDIT
	2 COINS	2 CREDITS	2 COINS	2 CREDITS
	3 COINS	3 CREDITS	3 COINS	3 CREDITS
	4 COINS	4 CREDITS	4 COINS	4 CREDITS
	5 COINS	6 CREDITS	5 COINS	6 CREDITS
SETTING #25	1 COIN	1 CREDIT	1 COIN	6 CREDITS
	2 COINS	2 CREDITS		
	3 COINS	3 CREDITS		
	4 COINS	4 CREDITS		
	5 COINS	6 CREDITS		
SETTING #26	FREE PLAY		FREE PLAY	

MANUAL SETTING

When the MANUAL SETTING is selected, the following appears on the screen:

on the MANUAL SETTING is selected, the following appears on the screen:

COIN ASSIGNMENTS									
MANUAL SETTING									
COIN TO CREDIT					1 COIN 1 CREDIT				
BONUS ADDER					NO BONUS ADDER				
COIN CHUTE#1 MULTIPLIER									
COIN 1 COIN COUNTS AS 1 COIN									
1	2	3	4	5	6	7	8	9	{
1	2	3	4	5	6	7	8	9	
CREDIT									
COIN CHUTE#2 MULTIPLIER									
COIN 1 COIN COUNTS AS 1 COIN									
1	2	3	4	5	6	7	8	9	{
1	2	3	4	5	6	7	8	9	
CREDIT									
→ EXIT									
SELECT BY SERVICE BUTTON									
AND PUSH TEST BUTTON									

- ① Determines COIN/CREDIT setting.
 - ② This sets how many COINS should be inserted to obtain one SERVICE COIN.
 - ③ This sets how many tokens one COIN represents.
 - ④ COIN CHUTE #2 is displayed only at the time "COMMON" is set.

• For each setting, refer to TABLE 3.

TABLE 3 MANUAL SETTING

8-11 BOOKKEEPING

COIN TO CREDIT	1 COIN	1 CREDIT
	2 COINS	1 CREDIT
	3 COINS	1 CREDIT
	4 COINS	1 CREDIT
	5 COINS	1 CREDIT
	6 COINS	1 CREDIT
	7 COINS	1 CREDIT
	8 COINS	1 CREDIT
	9 COINS	1 CREDIT

BONUS ADDER	NO BONUS ADDER
	2 COINS GIVE 1 EXTRA COIN
	3 COINS GIVE 1 EXTRA COIN
	4 COINS GIVE 1 EXTRA COIN
	5 COINS GIVE 1 EXTRA COIN
	6 COINS GIVE 1 EXTRA COIN
	7 COINS GIVE 1 EXTRA COIN
	8 COINS GIVE 1 EXTRA COIN
	9 COINS GIVE 1 EXTRA COIN

COIN CHUTE MULTIPLIER	1 COIN COUNTS AS 1 COIN
	1 COIN COUNTS AS 2 COINS
	1 COIN COUNTS AS 3 COINS
	1 COIN COUNTS AS 4 COINS
	1 COIN COUNTS AS 5 COINS
	1 COIN COUNTS AS 6 COINS
	1 COIN COUNTS AS 7 COINS
	1 COIN COUNTS AS 8 COINS
	1 COIN COUNTS AS 9 COINS

8-11 BOOKKEEPING

This mode allows each of the CREDIT/TIME/GAME data to be ascertained.

BOOKKEEPING 1 / 2				
COIN CHUTE #1	0			
COIN CHUTE #2	0			
TOTAL COIN	0			
COIN CREDIT	0			
SERVICE CREDIT	0			
TOTAL CREDIT	0			
NUMBER OF GAME	0			
TOTAL TIME	0 D	0 H	0 M	0 S
GAME PLAY TIME	0 D	0 H	0 M	0 S
AVERAGE GAME TIME		0 H	0 M	0 S
LONGEST GAME TIME		0 H	0 M	0 S
SHORTEST GAME TIME		0 H	0 M	0 S
PUSH TEST BUTTON TO CONTINUE				

- COIN CHUTE Number of coins put in. As seen from the front of the cabinet, the right-hand side is #1 and the left-hand side is #2.
- TOTAL COIN Total number of activations of coin chutes
- COIN CREDIT Credits registered by both the left and right SERVICE BUTTONS.
- TOTAL CREDIT Total number of credits (COIN CREDITS + SERVICE CREDITS)
- NUMBER OF GAME Total play by both 1P and 2P
- GAME PLAY TIME Total time of play by both 1P and 2P (in a simultaneous play, the overlapped time is not counted.)
- Press the TEST BUTTON to proceed to the next page.

BOOKKEEPING 2/2

TIME HISTOGRAM

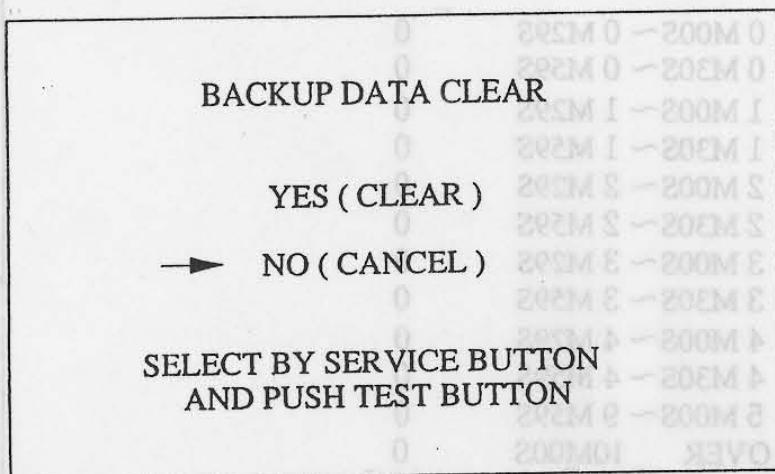
0 M00S ~ 0 M29S	0
0 M30S ~ 0 M59S	0
1 M00S ~ 1 M29S	0
1 M30S ~ 1 M59S	0
2 M00S ~ 2 M29S	0
2 M30S ~ 2 M59S	0
3 M00S ~ 3 M29S	0
3 M30S ~ 3 M59S	0
4 M00S ~ 4 M29S	0
4 M30S ~ 4 M59S	0
5 M00S ~ 9 M59S	0
OVER 10M00S	0

PUSH TEST BUTTON TO EXIT

- TIME HISTOGRAM shows the number of players whose play became "GAME OVER" in each of the above time periods.
- Press the TEST BUTTON to return to the Menu.

8-12 BACKUP DATA CLEAR

Clears the contents of BOOKKEEPING.



When clearing, bring "→" to "YES" and when not clearing, to "NO", by using the SERVICE BUTTON, and then push the TEST BUTTON.

When the data has been cleared, "COMPLETED" will be displayed. Bring "→" to "NO" and press the TEST BUTTON to cause the Menu mode to return on to the screen.

9. CONTROLLER

S-8 ADJUSTMENT & REPLACEMENT OF V.R.

In the TEST menu, when the CONTROLLER's V.R. values can not be adjusted to the allowable range, it is necessary to adjust the V.R. installation position or replace the V.R.. Also, be sure to apply grease for the mechanism part every 3 months.

To perform the above-mentioned work, remove the CONTROLLER from the cabinet.

9-1 REMOVING THE CONTROLLER

- ① Take off the SERVICE DOOR from the CONTROLLER to be removed.
- ② Disconnect 7 CONNECTORS inside the SERVICE DOOR (3P red, 3P blue, 2P red, 2P blue, 2P black, and 1P white 2).
- ③ Take off 12 TAMPERPROOF SCREWS to remove the 2 MECHA COVERS.
- ④ Take out the 6 HEXAGON BOLTS and remove the CONTROLLER. First, make sure that the wires are free and then carefully lift it up.

NOTE: The V. R. is attached underneath the CONTROLLER. Therefore, be sure to position it sideways so as not to cause damage to the V. R.

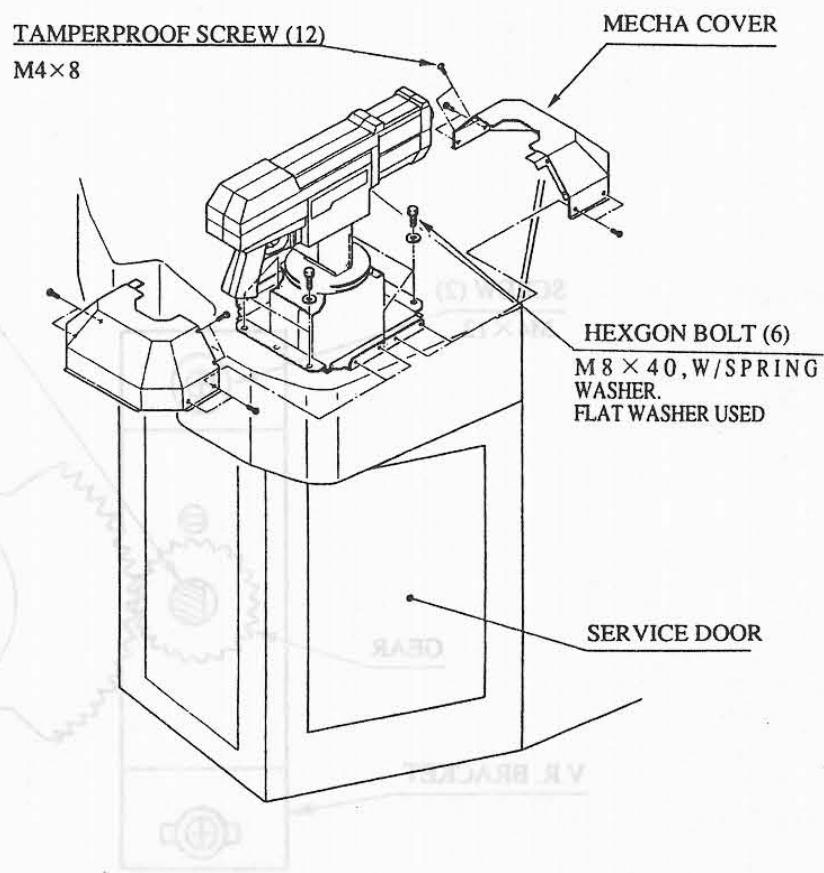


FIG. 9.1 REMOVING THE CONTROLLER

9-2 ADJUSTMENT & REPLACEMENT OF V.R.

When the V.R. value is set in the GUN ADJUSTMENT of the TEST menu, if the CONTROLLER's sight does not correctly function, it is necessary to adjust the V.R. installation position, or replace the V.R..

V.R. ADJUSTMENT

- ① Loosen the 2 screws (which secure the V.R. BRACKET) to move the V.R. BRACKET.
- ② Move the V.R. BRACKET to disengage the GEAR and ADJUST GEAR. Move the V.R. SHAFT and make sure that the cut portion of the V.R. SHAFT faces the opposite side of the ADJUST GEAR as shown in Fig. 9. 2.
- ③ Cause the GEAR to be engaged and tighten the 2 screws. At this time, make backlash adjustments.
- ④ Carefully swing the gun in the horizontal and vertical directions and check to see if the V.R. value is within the allowable range.
- ⑤ After making adjustments, reset the V.R. value in the GUN ADJUSTMENT in the TEST menu.

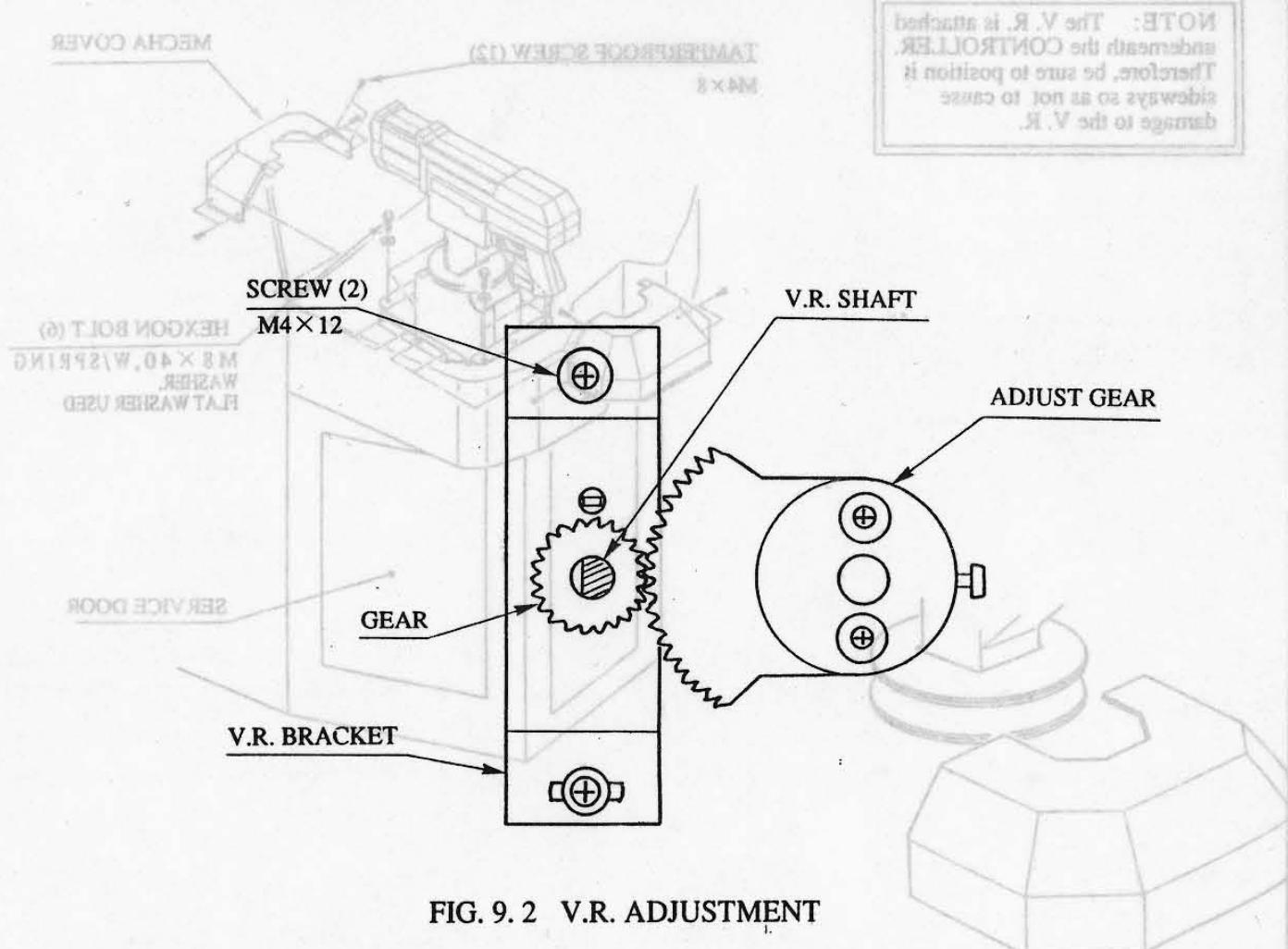
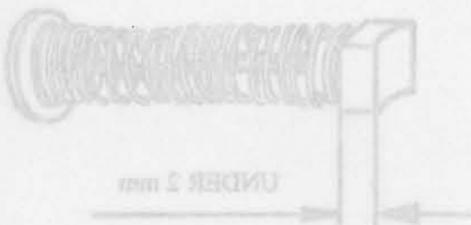


FIG. 9. 2 V.R. ADJUSTMENT

REPLACEMENT OF VOLUME (220-5130 or 220-5373 VOL CONT B-5K OHM)

- ① Remove the SCREWS "A" that fasten the VR BRACKET. The VR BRACKET becomes unfastened and the VR GEAR disengaged from the HANDLE GEAR.
- ② Remove the VR GEAR from the VR. Then, replace the VR.
- ③ After the replacement of the VR, newly set the VR value in the VOLUME ADJUSTMENT mode. (Refer to the preceding page.)

REMOVING THE MOTOR BRUSH



① Take off the 4 TAPERED
SCREWS and remove 3 SHAFT
COVERS.

② The MOTOR brushes as shown in the
fig. at the right. Turn the card with a
screwdriver, etc., to remove the paper
if the motor plugger has come off, which is often
the case to replace both of the plugger at the same time.

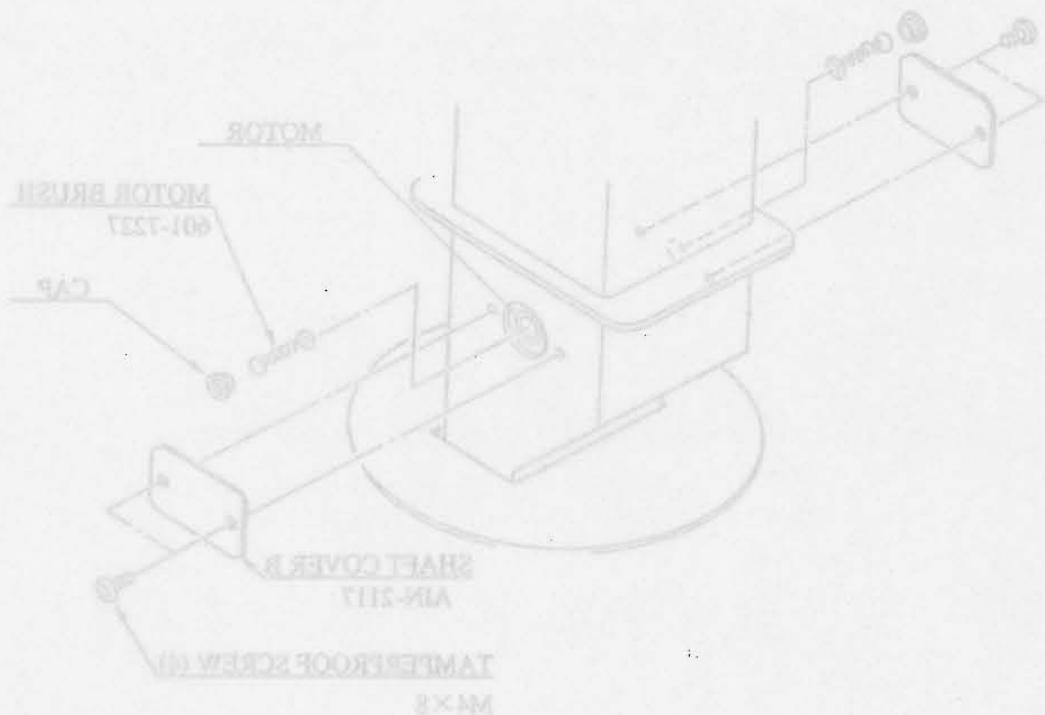


FIG.3. REMOVING THE MOTOR BRUSH

REPLACEMENT OF MOTOR BRUSH

CAUTION: When replacing the brush, be very careful so as not to drop it in the machine.

When 1P GUN or 2P GUN display is ON in the OUTPUT TEST screen in the TEST mode, if the gun does not vibrate, first check the CIRCUIT PROTECTOR of the SWITCH UNIT.

If the circuit protector is satisfactorily working, check the motor brushes.

REMOVING THE MOTOR BRUSH

- ① Take off the 4 TAMPERPROOF SCREWS and remove 2 SHAFT COVERS B.
- ② The MOTOR appears as shown in the Fig. at the right. Turn the cap with a screwdriver, etc., to remove the brush.
If the motor brushes are worn out as shown, replace them.
Be sure to replace both of the brushes at the same time.

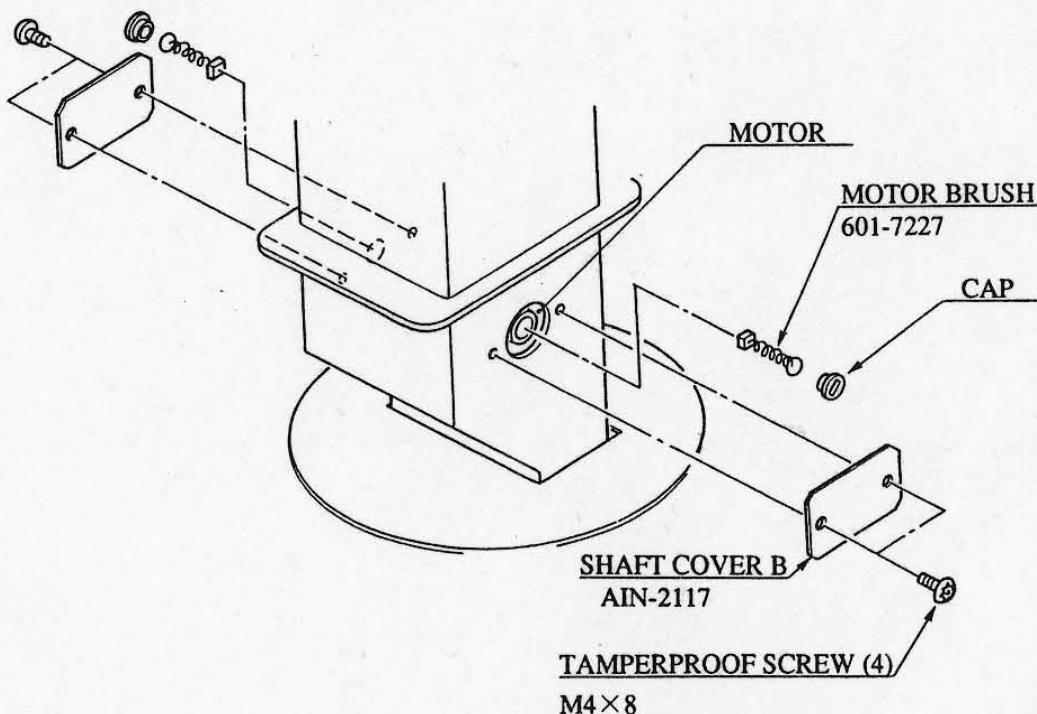
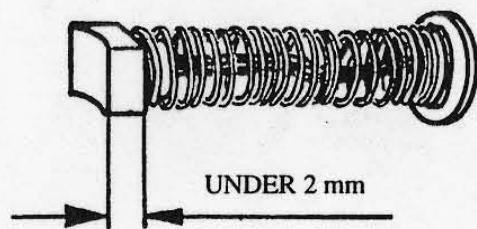


FIG. 9. 3 REPLACING THE MOTOR BRUSH

9-4 REPLACEMENT OF TRIGGER SW

REPLACING THE MICRO SW

When the TRIGGER is pulled, if ON is not shown in the TRIGGER display in the TEST menu "INPUT TEST" screen, the MICRO SW may be malfunctioning. In that case, it is necessary to replace the MICRO SW.

REMOVING THE GRIP:

- ① Take off 7 TAMPERPROOF SCREWS A and remove COVER RIGHT.
- ② Take off 5 TAMPERPROOF SCREWS and remove COVER LEFT with COVER BRACKET as is attached to it (or it could be removed), while paying attention to the wires.
- ③ Disconnect the CONNECTOR which is connected to the GRIP.
- ④ Remove the GRIP by taking out the 6 HEXAGON NUTS.

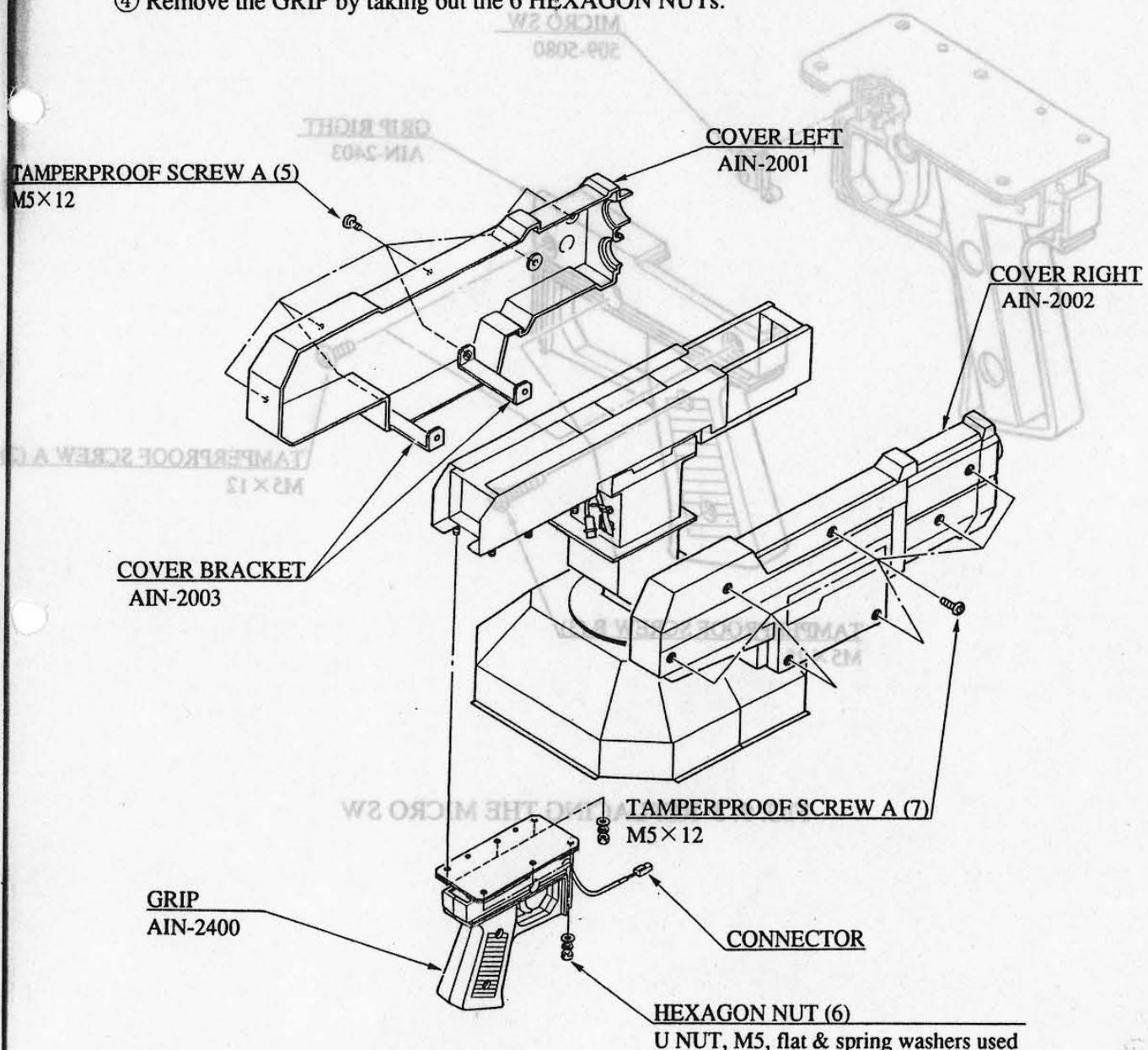


FIG. 9. 4 REMOVING THE GRIP

REPLACING THE MICRO SW:

- ① Take off 2 TAMPERPROOF SCREWS A and 3 TAMPERPROOF SCREWS B to remove GRIP RIGHT.
- ② In this status, the MICRO SW can be replaced.

8-4 REPLACEMENT OF TRIGGER SW

- REMOVING THE GRIP:**
- ① Take off 2 TAMPERPROOF SCREWS A and remove COVER RIGHT.
 - ② Take off 2 TAMPERPROOF SCREWS B and remove COVER LEFT with COVER BRACKET as it is sufficient to do it (or if owing to removal, will be difficult to do it).
 - ③ Disconnect the CONNECTOR which is connected to the Grip.
 - ④ Remove the Grip by pulling out the HEXAGON NUT.

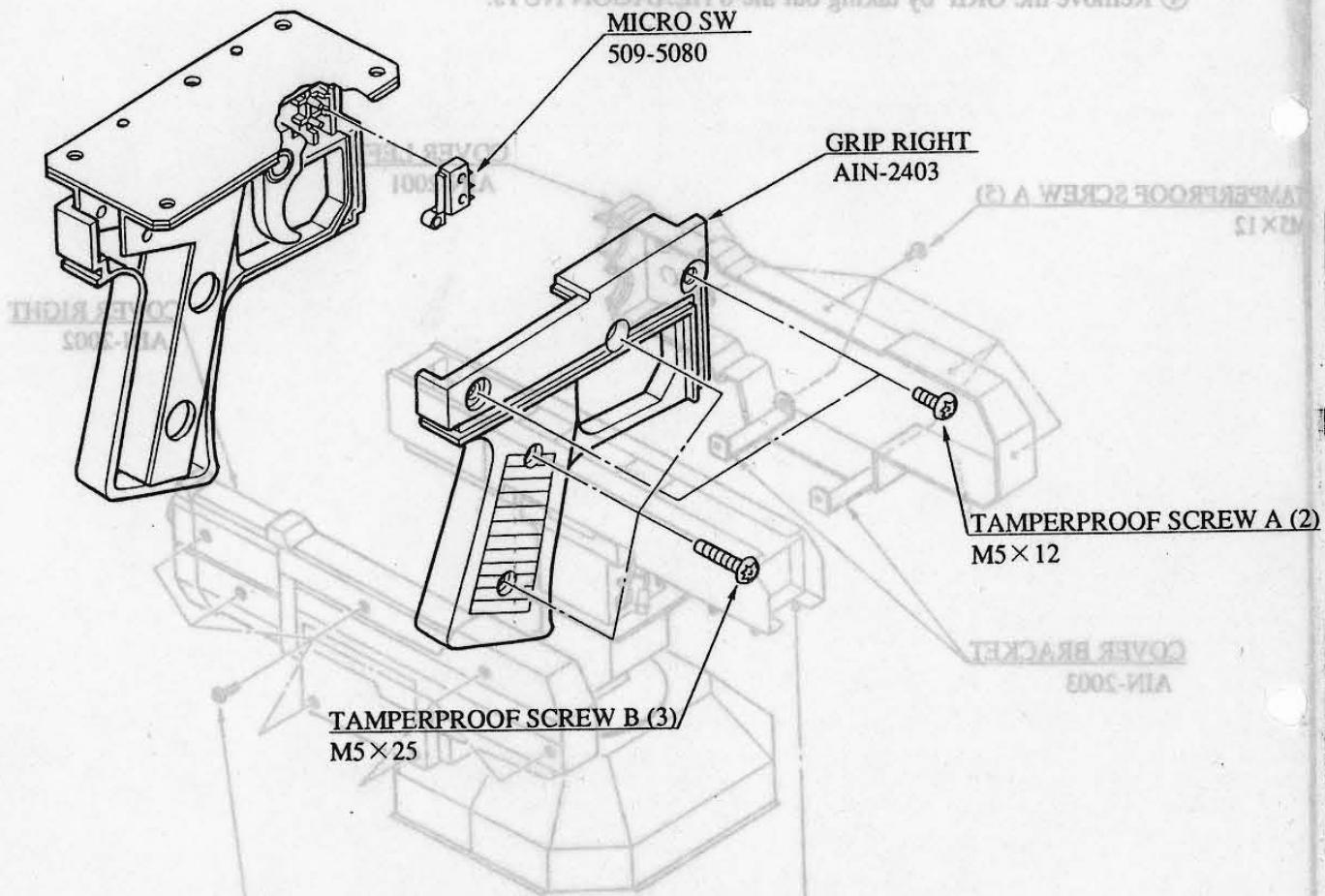


FIG. 9.5 REPLACING THE MICRO SW



FIG. 9.4 REMOVING THE GRIP

9-5 GREASING

Apply greasing for the following portions every 3 months:

○ GUN DRIVE portion

○ SLIDE RAIL

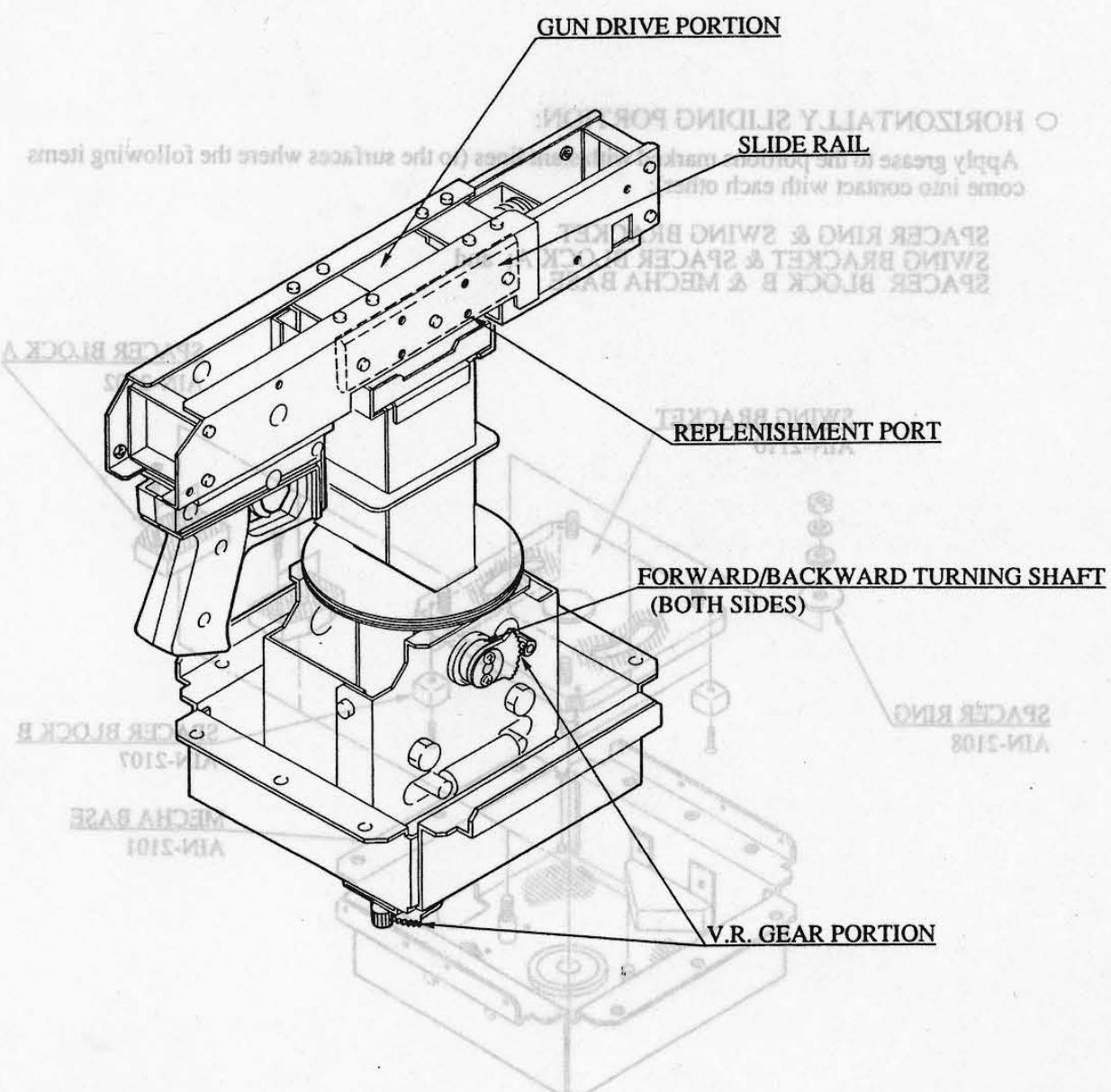
○ V.R. GEAR portion

○ Forward/Backward turning SHAFT

○ Horizontally sliding portion

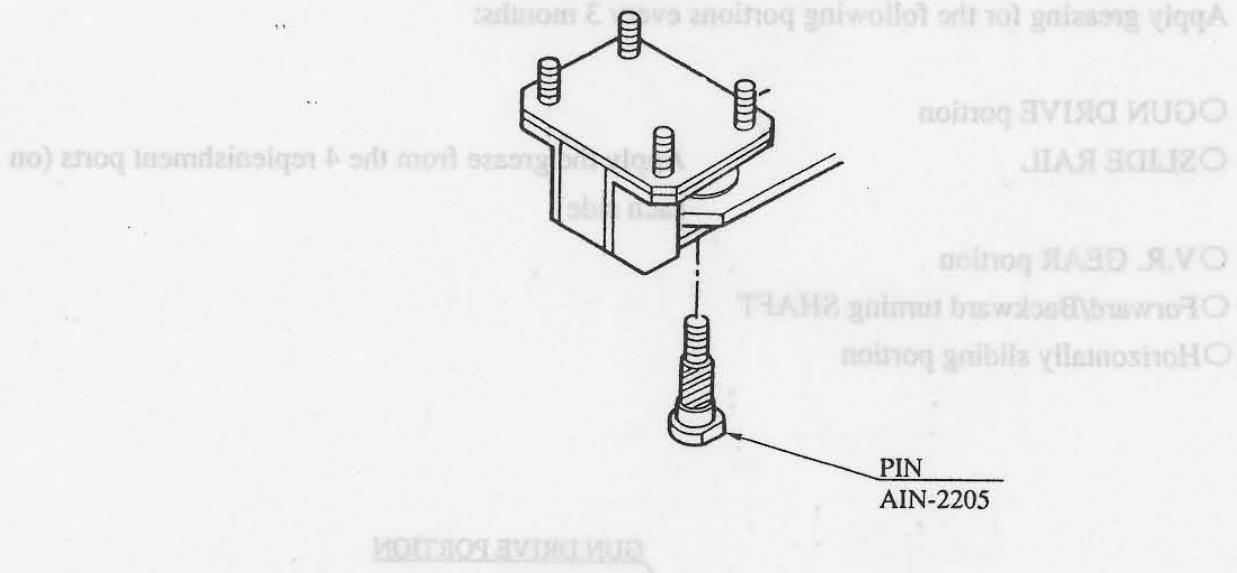
○ GUN DRIVE portion
Apply grease to the blue portion with small lines.

○ SLIDE RAIL
Apply the grease from the 4 replenishment ports (on each side).



○ GUN DRIVE portion:

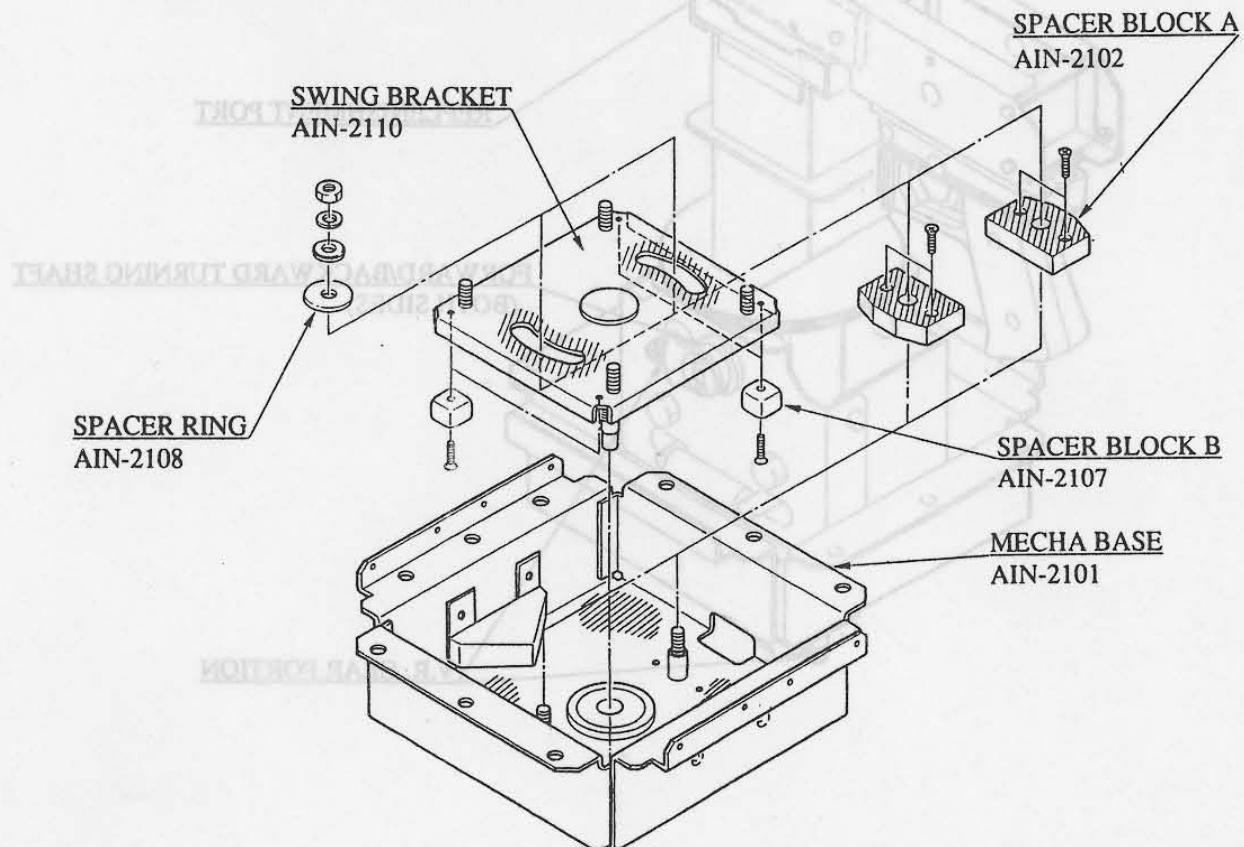
Apply grease to the pin's portion marked with slant lines.



○ HORIZONTALLY SLIDING PORTION:

Apply grease to the portions marked with slant lines (to the surfaces where the following items come into contact with each other):

SPACER RING & SWING BRACKET
SWING BRACKET & SPACER BLOCK A; and
SPACER BLOCK B & MECHA BASE

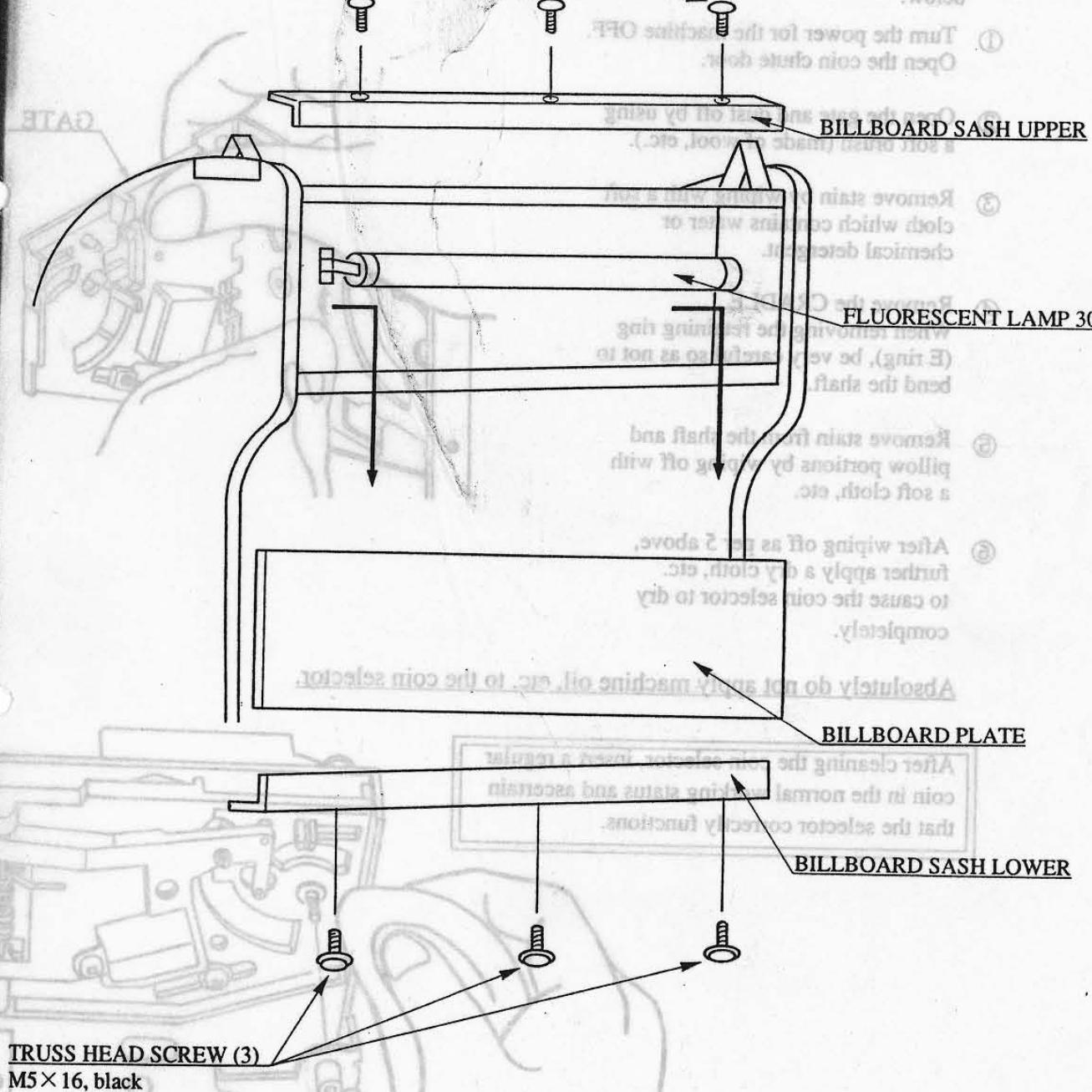


10. REPLACEMENT OF FLUORESCENT LAMP

In a manner as shown below, replace the Fluorescent lamp.

TRUSS HEAD SCREW (3)

M5×16, black



11. EXPLANATION OF COIN SELECTOR

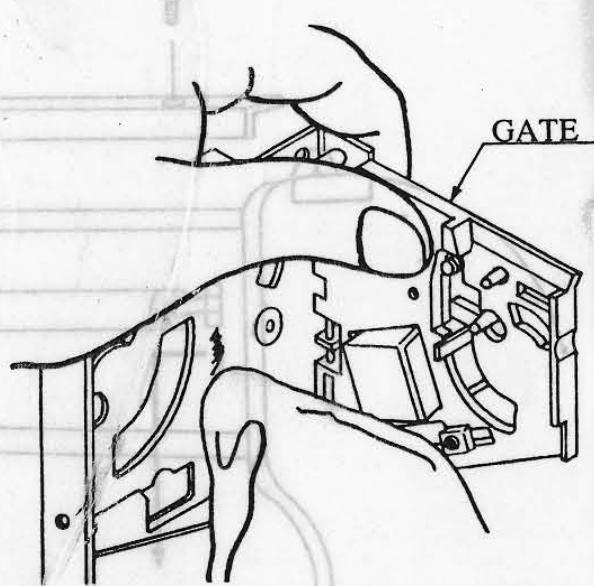
HANDLING THE COIN JAM

Even when the REJECT button is pressed, if the coin is not rejected, open the coin chute door and open the selector gate. After removing the jammed coin, put a normal coin in and check to see that the selector correctly functions.

CLEANING THE COIN SELECTOR

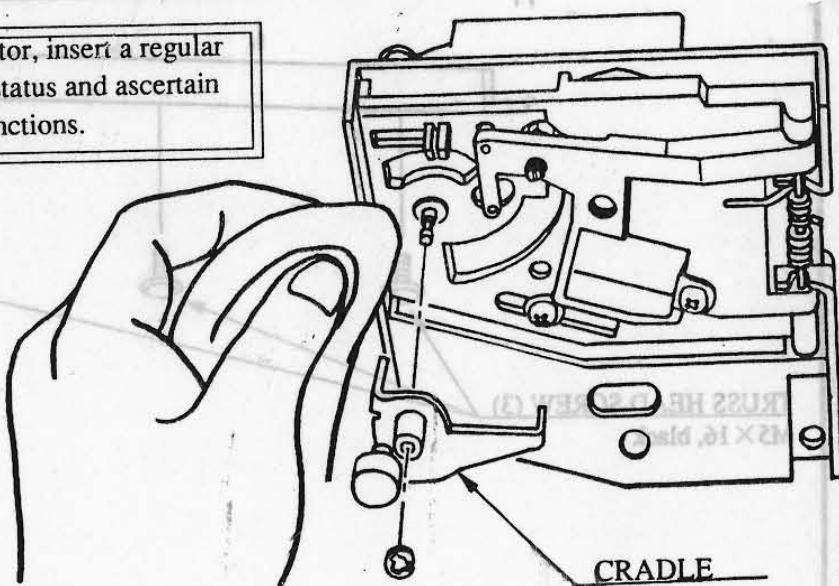
The coin selector should be cleaned once every 3 months. When cleaning, follow the procedure below:

- ① Turn the power for the machine OFF.
Open the coin chute door.
- ② Open the gate and dust off by using a soft brush (made of wool, etc.).
- ③ Remove stain by wiping with a soft cloth which contains water or chemical detergent.
- ④ Remove the CRADLE.
When removing the retaining ring (E ring), be very careful so as not to bend the shaft.
- ⑤ Remove stain from the shaft and pillow portions by wiping off with a soft cloth, etc.
- ⑥ After wiping off as per 5 above, further apply a dry cloth, etc. to cause the coin selector to dry completely.



Absolutely do not apply machine oil, etc. to the coin selector.

After cleaning the coin selector, insert a regular coin in the normal working status and ascertain that the selector correctly functions.



12. MONITOR ADJUSTMENTS

- Do not operate the ADJUSTMENT knobs without good reason.
- A certain portion of the monitor is subject to a high voltage and therefore be very careful of this point.
- When making adjustment, utilize a resinous Alignment Screwdriver.
- Make adjustments from the BACK DOOR side.

| 8-8-10 | 8-8-11 | 8-9 | 8-10 | 8-11 | 8-12 | 8-13 | 8-14 | 8-15 | 8-16 | 8-17 | 8-18 | 8-19 | 8-20 | 8-21 | 8-22 | 8-23 | 8-24 | 8-25 | 8-26 | 8-27 | 8-28 | 8-29 | 8-30 | 8-31 | 8-32 | 8-33 | 8-34 | 8-35 | 8-36 | 8-37 | 8-38 | 8-39 | 8-40 | 8-41 | 8-42 | 8-43 | 8-44 | 8-45 | 8-46 | 8-47 | 8-48 | 8-49 | 8-50 | 8-51 | 8-52 | 8-53 | 8-54 | 8-55 | 8-56 | 8-57 | 8-58 | 8-59 | 8-60 | 8-61 | 8-62 | 8-63 | 8-64 | 8-65 | 8-66 | 8-67 | 8-68 | 8-69 | 8-70 | 8-71 | 8-72 | 8-73 | 8-74 | 8-75 | 8-76 | 8-77 | 8-78 | 8-79 | 8-80 | 8-81 | 8-82 | 8-83 | 8-84 | 8-85 | 8-86 | 8-87 | 8-88 | 8-89 | 8-90 | 8-91 | 8-92 | 8-93 | 8-94 | 8-95 | 8-96 | 8-97 | 8-98 | 8-99 | 8-100 | 8-101 | 8-102 | 8-103 | 8-104 | 8-105 | 8-106 | 8-107 | 8-108 | 8-109 | 8-110 | 8-111 | 8-112 | 8-113 | 8-114 | 8-115 | 8-116 | 8-117 | 8-118 | 8-119 | 8-120 | 8-121 | 8-122 | 8-123 | 8-124 | 8-125 | 8-126 | 8-127 | 8-128 | 8-129 | 8-130 | 8-131 | 8-132 | 8-133 | 8-134 | 8-135 | 8-136 | 8-137 | 8-138 | 8-139 | 8-140 | 8-141 | 8-142 | 8-143 | 8-144 | 8-145 | 8-146 | 8-147 | 8-148 | 8-149 | 8-150 | 8-151 | 8-152 | 8-153 | 8-154 | 8-155 | 8-156 | 8-157 | 8-158 | 8-159 | 8-160 | 8-161 | 8-162 | 8-163 | 8-164 | 8-165 | 8-166 | 8-167 | 8-168 | 8-169 | 8-170 | 8-171 | 8-172 | 8-173 | 8-174 | 8-175 | 8-176 | 8-177 | 8-178 | 8-179 | 8-180 | 8-181 | 8-182 | 8-183 | 8-184 | 8-185 | 8-186 | 8-187 | 8-188 | 8-189 | 8-190 | 8-191 | 8-192 | 8-193 | 8-194 | 8-195 | 8-196 | 8-197 | 8-198 | 8-199 | 8-200 | 8-201 | 8-202 | 8-203 | 8-204 | 8-205 | 8-206 | 8-207 | 8-208 | 8-209 | 8-210 | 8-211 | 8-212 | 8-213 | 8-214 | 8-215 | 8-216 | 8-217 | 8-218 | 8-219 | 8-220 | 8-221 | 8-222 | 8-223 | 8-224 | 8-225 | 8-226 | 8-227 | 8-228 | 8-229 | 8-230 | 8-231 | 8-232 | 8-233 | 8-234 | 8-235 | 8-236 | 8-237 | 8-238 | 8-239 | 8-240 | 8-241 | 8-242 | 8-243 | 8-244 | 8-245 | 8-246 | 8-247 | 8-248 | 8-249 | 8-250 | 8-251 | 8-252 | 8-253 | 8-254 | 8-255 | 8-256 | 8-257 | 8-258 | 8-259 | 8-260 | 8-261 | 8-262 | 8-263 | 8-264 | 8-265 | 8-266 | 8-267 | 8-268 | 8-269 | 8-270 | 8-271 | 8-272 | 8-273 | 8-274 | 8-275 | 8-276 | 8-277 | 8-278 | 8-279 | 8-280 | 8-281 | 8-282 | 8-283 | 8-284 | 8-285 | 8-286 | 8-287 | 8-288 | 8-289 | 8-290 | 8-291 | 8-292 | 8-293 | 8-294 | 8-295 | 8-296 | 8-297 | 8-298 | 8-299 | 8-300 | 8-301 | 8-302 | 8-303 | 8-304 | 8-305 | 8-306 | 8-307 | 8-308 | 8-309 | 8-310 | 8-311 | 8-312 | 8-313 | 8-314 | 8-315 | 8-316 | 8-317 | 8-318 | 8-319 | 8-320 | 8-321 | 8-322 | 8-323 | 8-324 | 8-325 | 8-326 | 8-327 | 8-328 | 8-329 | 8-330 | 8-331 | 8-332 | 8-333 | 8-334 | 8-335 | 8-336 | 8-337 | 8-338 | 8-339 | 8-340 | 8-341 | 8-342 | 8-343 | 8-344 | 8-345 | 8-346 | 8-347 | 8-348 | 8-349 | 8-350 | 8-351 | 8-352 | 8-353 | 8-354 | 8-355 | 8-356 | 8-357 | 8-358 | 8-359 | 8-360 | 8-361 | 8-362 | 8-363 | 8-364 | 8-365 | 8-366 | 8-367 | 8-368 | 8-369 | 8-370 | 8-371 | 8-372 | 8-373 | 8-374 | 8-375 | 8-376 | 8-377 | 8-378 | 8-379 | 8-380 | 8-381 | 8-382 | 8-383 | 8-384 | 8-385 | 8-386 | 8-387 | 8-388 | 8-389 | 8-390 | 8-391 | 8-392 | 8-393 | 8-394 | 8-395 | 8-396 | 8-397 | 8-398 | 8-399 | 8-400 | 8-401 | 8-402 | 8-403 | 8-404 | 8-405 | 8-406 | 8-407 | 8-408 | 8-409 | 8-410 | 8-411 | 8-412 | 8-413 | 8-414 | 8-415 | 8-416 | 8-417 | 8-418 | 8-419 | 8-420 | 8-421 | 8-422 | 8-423 | 8-424 | 8-425 | 8-426 | 8-427 | 8-428 | 8-429 | 8-430 | 8-431 | 8-432 | 8-433 | 8-434 | 8-435 | 8-436 | 8-437 | 8-438 | 8-439 | 8-440 | 8-441 | 8-442 | 8-443 | 8-444 | 8-445 | 8-446 | 8-447 | 8-448 | 8-449 | 8-450 | 8-451 | 8-452 | 8-453 | 8-454 | 8-455 | 8-456 | 8-457 | 8-458 | 8-459 | 8-460 | 8-461 | 8-462 | 8-463 | 8-464 | 8-465 | 8-466 | 8-467 | 8-468 | 8-469 | 8-470 | 8-471 | 8-472 | 8-473 | 8-474 | 8-475 | 8-476 | 8-477 | 8-478 | 8-479 | 8-480 | 8-481 | 8-482 | 8-483 | 8-484 | 8-485 | 8-486 | 8-487 | 8-488 | 8-489 | 8-490 | 8-491 | 8-492 | 8-493 | 8-494 | 8-495 | 8-496 | 8-497 | 8-498 | 8-499 | 8-500 | 8-501 | 8-502 | 8-503 | 8-504 | 8-505 | 8-506 | 8-507 | 8-508 | 8-509 | 8-510 | 8-511 | 8-512 | 8-513 | 8-514 | 8-515 | 8-516 | 8-517 | 8-518 | 8-519 | 8-520 | 8-521 | 8-522 | 8-523 | 8-524 | 8-525 | 8-526 | 8-527 | 8-528 | 8-529 | 8-530 | 8-531 | 8-532 | 8-533 | 8-534 | 8-535 | 8-536 | 8-537 | 8-538 | 8-539 | 8-540 | 8-541 | 8-542 | 8-543 | 8-544 | 8-545 | 8-546 | 8-547 | 8-548 | 8-549 | 8-550 | 8-551 | 8-552 | 8-553 | 8-554 | 8-555 | 8-556 | 8-557 | 8-558 | 8-559 | 8-560 | 8-561 | 8-562 | 8-563 | 8-564 | 8-565 | 8-566 | 8-567 | 8-568 | 8-569 | 8-570 | 8-571 | 8-572 | 8-573 | 8-574 | 8-575 | 8-576 | 8-577 | 8-578 | 8-579 | 8-580 | 8-581 | 8-582 | 8-583 | 8-584 | 8-585 | 8-586 | 8-587 | 8-588 | 8-589 | 8-590 | 8-591 | 8-592 | 8-593 | 8-594 | 8-595 | 8-596 | 8-597 | 8-598 | 8-599 | 8-600 | 8-601 | 8-602 | 8-603 | 8-604 | 8-605 | 8-606 | 8-607 | 8-608 | 8-609 | 8-610 | 8-611 | 8-612 | 8-613 | 8-614 | 8-615 | 8-616 | 8-617 | 8-618 | 8-619 | 8-620 | 8-621 | 8-622 | 8-623 | 8-624 | 8-625 | 8-626 | 8-627 | 8-628 | 8-629 | 8-630 | 8-631 | 8-632 | 8-633 | 8-634 | 8-635 | 8-636 | 8-637 | 8-638 | 8-639 | 8-640 | 8-641 | 8-642 | 8-643 | 8-644 | 8-645 | 8-646 | 8-647 | 8-648 | 8-649 | 8-650 | 8-651 | 8-652 | 8-653 | 8-654 | 8-655 | 8-656 | 8-657 | 8-658 | 8-659 | 8-660 | 8-661 | 8-662 | 8-663 | 8-664 | 8-665 | 8-666 | 8-667 | 8-668 | 8-669 | 8-670 | 8-671 | 8-672 | 8-673 | 8-674 | 8-675 | 8-676 | 8-677 | 8-678 | 8-679 | 8-680 | 8-681 | 8-682 | 8-683 | 8-684 | 8-685 | 8-686 | 8-687 | 8-688 | 8-689 | 8-690 | 8-691 | 8-692 | 8-693 | 8-694 | 8-695 | 8-696 | 8-697 | 8-698 | 8-699 | 8-700 | 8-701 | 8-702 | 8-703 | 8-704 | 8-705 | 8-706 | 8-707 | 8-708 | 8-709 | 8-710 | 8-711 | 8-712 | 8-713 | 8-714 | 8-715 | 8-716 | 8-717 | 8-718 | 8-719 | 8-720 | 8-721 | 8-722 | 8-723 | 8-724 | 8-725 | 8-726 | 8-727 | 8-728 | 8-729 | 8-730 | 8-731 | 8-732 | 8-733 | 8-734 | 8-735 | 8-736 | 8-737 | 8-738 | 8-739 | 8-740 | 8-741 | 8-742 | 8-743 | 8-744 | 8-745 | 8-746 | 8-747 | 8-748 | 8-749 | 8-750 | 8-751 | 8-752 | 8-753 | 8-754 | 8-755 | 8-756 | 8-757 | 8-758 | 8-759 | 8-760 | 8-761 | 8-762 | 8-763 | 8-764 | 8-765 | 8-766 | 8-767 | 8-768 | 8-769 | 8-770 | 8-771 | 8-772 | 8-773 | 8-774 | 8-775 | 8-776 | 8-777 | 8-778 | 8-779 | 8-780 | 8-781 | 8-782 | 8-783 | 8-784 | 8-785 | 8-786 | 8-787 | 8-788 | 8-789 | 8-790 | 8-791 | 8-792 | 8-793 | 8-794 | 8-795 | 8-796 | 8-797 | 8-798 | 8-799 | 8-800 | 8-801 | 8-802 | 8-803 | 8-804 | 8-805 | 8-806 | 8-807 | 8-808 | 8-809 | 8-810 | 8-811 | 8-812 | 8-813 | 8-814 | 8-815 | 8-816 | 8-817 | 8-818 | 8-819 | 8-820 | 8-821 | 8-822 | 8-823 | 8-824 | 8-825 | 8-826 | 8-827 | 8-828 | 8-829 | 8-830 | 8-831 | 8-832 | 8-833 | 8-834 | 8-835 | 8-836 | 8-837 | 8-838 | 8-839 | 8-840 | 8-841 | 8-842 | 8-843 | 8-844 | 8-845 | 8-846 | 8-847 | 8-848 | 8-849 | 8-850 | 8-851 | 8-852 | 8-853 | 8-854 | 8-855 | 8-856 | 8-857 | 8-858 | 8-859 | 8-860 | 8-861 | 8-862 | 8-863 | 8-864 | 8-865 | 8-866 | 8-867 | 8-868 | 8-869 | 8-870 | 8-871 | 8-872 | 8-873 | 8-874 | 8-875 | 8-876 | 8-877 | 8-878 | 8-879 | 8-880 | 8-881 | 8-882 | 8-883 | 8-884 | 8-885 | 8-886 | 8-887 | 8-888 | 8-889 | 8-890 | 8-891 | 8-892 | 8-893 | 8-894 | 8-895 | 8-896 | 8-897 | 8-898 | 8-899 | 8-900 | 8-901 | 8-902 | 8-903 | 8-904 | 8-905 | 8-906 | 8-907 | 8-908 | 8-909 | 8-910 | 8-911 | 8-912 | 8-913 | 8-914 | 8-915 | 8-916 | 8-917 | 8-918 | 8-919 | 8-920 | 8-921 | 8-922 | 8-923 | 8-924 | 8-925 | 8-926 | 8-927 | 8-928 | 8-929 | 8-930 | 8-931 | 8-932 | 8-933 | 8-934 | 8-935 | 8-936 | 8-937 | 8-938 | 8-939 | 8-940 | 8-941 | 8-942 | 8-943 | 8-944 | 8-945 | 8-946 | 8-947 | 8-948 | 8-949 | 8-950 | 8-951 | 8-952 | 8-953 | 8-954 | 8-955 | 8-956 | 8-957 | 8-958 | 8-959 | 8-960 | 8-961 | 8-962 | 8-963 | 8-964 | 8-965 | 8-966 | 8-967 | 8-968 | 8-969 | 8-970 | 8-971 | 8-972 | 8-973 | 8-974 | 8-975 | 8-976 | 8-977 | 8-978 | 8-979 | 8-980 | 8-981 | 8-982 | 8-983 | 8-984 | 8-985 | 8-986 | 8-987 | 8-988 | 8-989 | 8-990 | 8-991 | 8-992 | 8-993 | 8-994 | 8-995 | 8-996 | 8-997 | 8-998 | 8-999 | 8-1000 | 8-1001 | 8-1002 | 8-1003 | 8-1004 | 8-1005 | 8-1006 | 8-1007 | 8-1008 | 8-1009 | 8-1010 | 8-1011 | 8-1012 | 8-1013 | 8-1014 | 8-1015 | 8-1016 | 8-1017 | 8-1018 | 8-1019 | 8-1020 | 8-1021 | 8-1022 | 8-1023 | 8-1024 | 8-1025 | 8-1026 | 8-1027 | 8-1028 | 8-1029 | 8-1030 | 8-1031 | 8-1032 | 8-1033 | 8-1034 | 8-1035 | 8-1036 | 8-1037 | 8-1038 | 8-1039 | 8-1040 | 8-1041 | 8-1042 | 8-1043 | 8-1044 | 8-1045 | 8-1046 | 8-1047 | 8-1048 | 8-1049 | 8-1050 | 8-1051 | 8-1052 | 8-1053 | 8-1054 | 8-1055 | 8-1056 | 8-1057 | 8-1058 | 8-1059 | 8-1060 | 8-1061 | 8-1062 | 8-1063 | 8-1064 | 8-1065 | 8-1066 | 8-1067 | 8-1068 | 8-1069 | 8-1070 | 8-1071 | 8-1072 | 8-1073 | 8-1074 | 8-1075 | 8-1076 | 8-1077 | 8-1078 | 8-1079 | 8-1080 | 8-1081 | 8-1082 | 8-1083 | 8-1084 | 8-1085 | 8-1086 | 8-1087 | 8-1088 | 8-1089 | 8-1090 | 8-1091 | 8-1092 | 8-1093 | 8-1094 | 8-1095 | 8-1096 | 8-1097 | 8-1098 | 8-1099 | 8-1100 | 8-1101 | 8-1102 | 8-1103 |
<th
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |

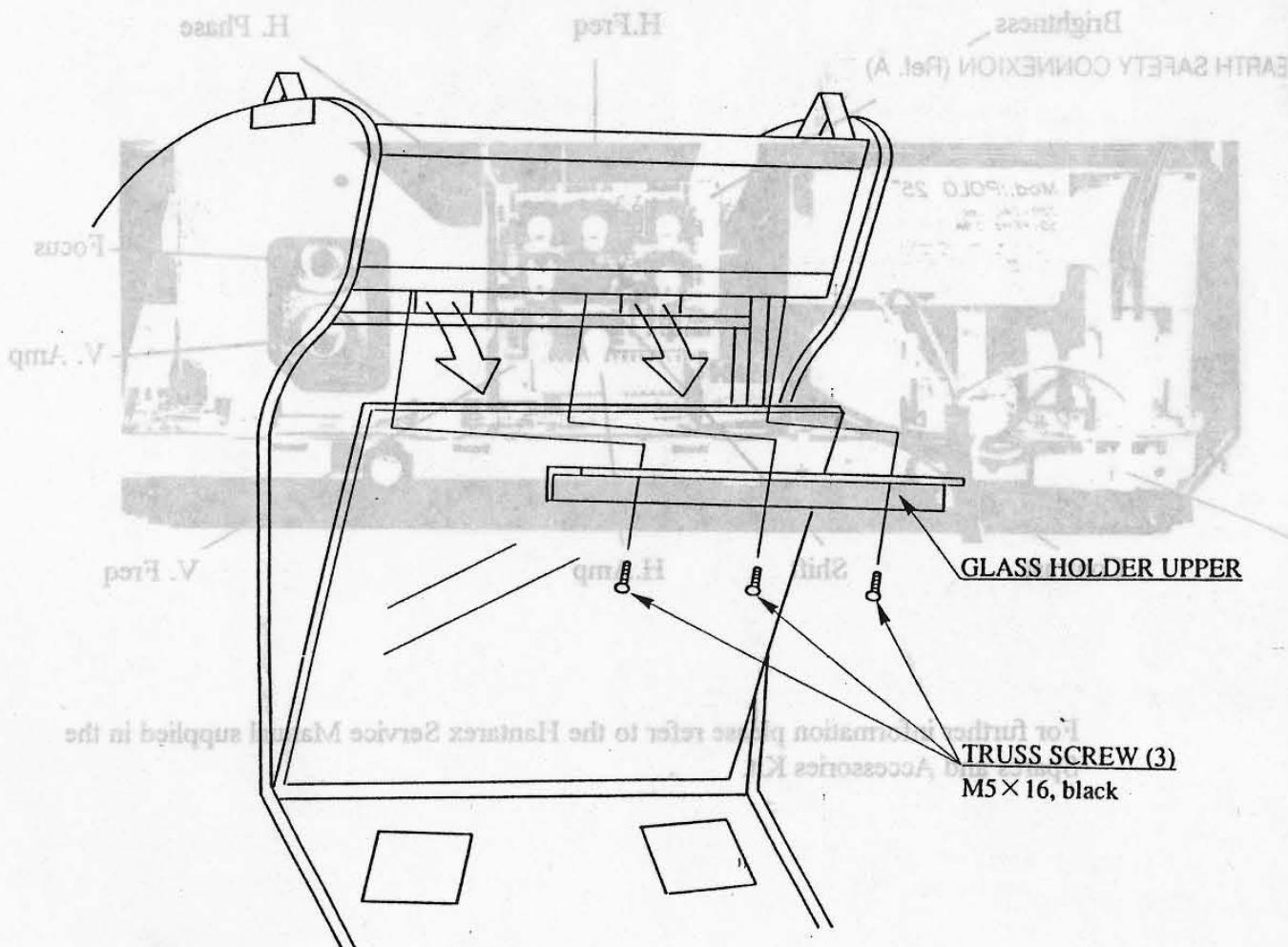
13. PERIODIC INSPECTION TABLE

The items listed below require periodic check and maintenance to retain the performance of this machine.

	Item	Interval	Reference
PERIODIC CHECK	SELF TEST, MEMORY CHECK	Monthly	8-3, 8-7
	CHECK EACH SETTING		8-9, 8-10
CONTROLLER	CHECK THE VOLUME VALUE	Monthly	8-4
	GREASING		Trimonthly
COIN SELECTOR	CLEANING	Trimonthly	11

REMOVING THE FRONT GLASS:

Remove the FRONT GLASS when cleaning the back side of it. First, remove GLASS HOLDER UPPER only. Then, put your hand through the square hole in the back side of GLASS HOLDER UPPER, and pull the FRONT GLASS towards you.



14. TROUBLESHOOTING

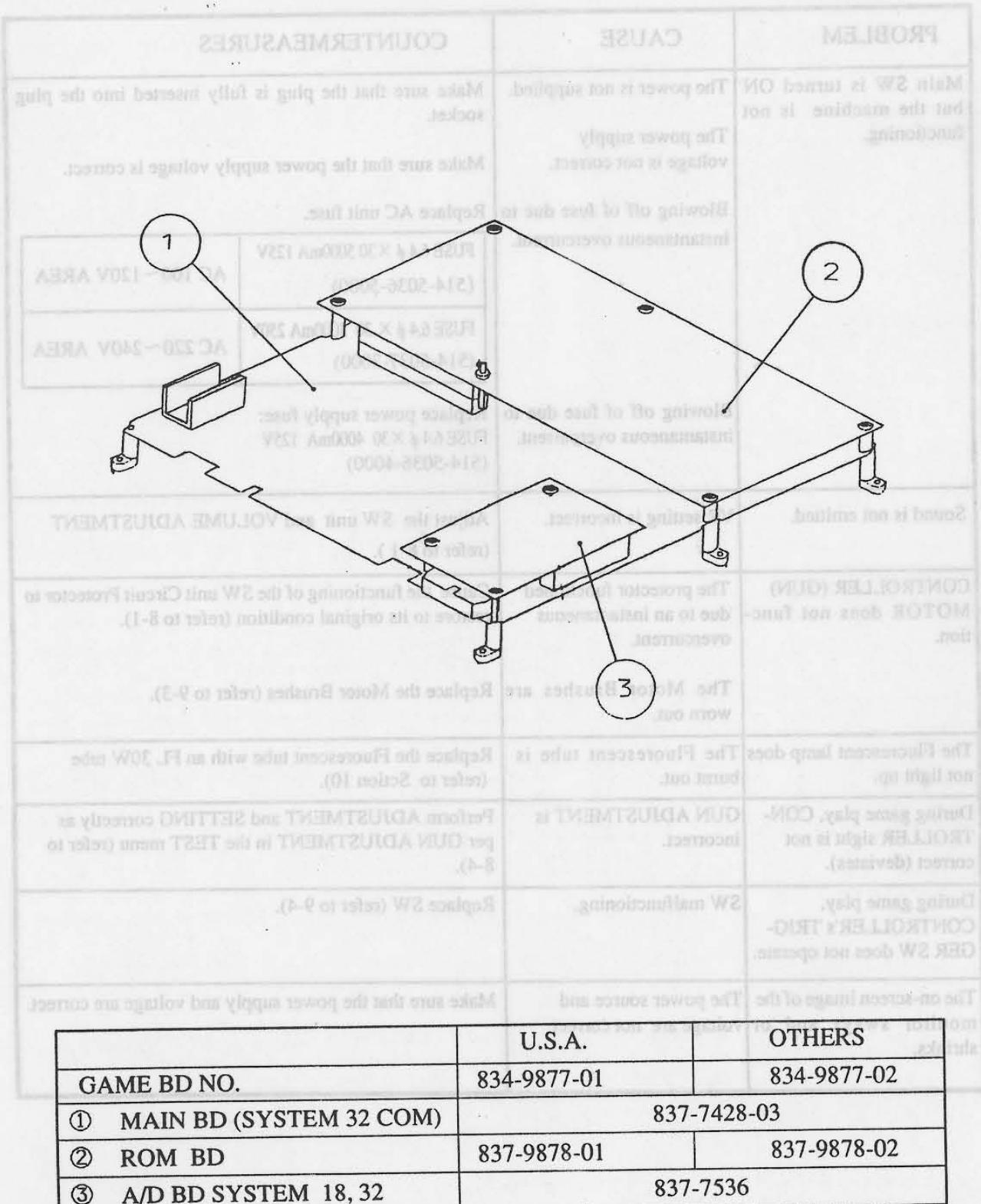
12. GAME BOARD

12-1. COMPOSITION OF GAME BOARD

PROBLEM	CAUSE	COUNTERMEASURES	
Main SW is turned ON but the machine is not functioning.	The power is not supplied. The power supply voltage is not correct. Blowing off of fuse due to instantaneous overcurrent.	Make sure that the plug is fully inserted into the plug socket. Make sure that the power supply voltage is correct. Replace AC unit fuse.	FUSE 6.4 φ × 30 5000mA 125V (514-5036-5000) AC 100~120V AREA FUSE 6.4 φ × 30 3000mA 250V (514-5037-3000) AC 220~240V AREA
	Blowing off of fuse due to instantaneous overcurrent.	Replace power supply fuse: FUSE 6.4 φ × 30 4000mA 125V (514-5036-4000)	
Sound is not emitted.	VR setting is incorrect.	Adjust the SW unit and VOLUME ADJUSTMENT (refer to 8-1).	
CONTROLLER (GUN) MOTOR does not function.	The protector functioned due to an instantaneous overcurrent. The Motor Brushes are worn out.	Cause the functioning of the SW unit Circuit Protector to restore to its original condition (refer to 8-1). Replace the Motor Brushes (refer to 9-3).	
The Fluorescent lamp does not light up.	The Fluorescent tube is burnt out.	Replace the Fluorescent tube with an FL 30W tube (refer to Section 10).	
During game play, CONTROLLER sight is not correct (deviates).	GUN ADJUSTMENT is incorrect.	Perform ADJUSTMENT and SETTING correctly as per GUN ADJUSTMENT in the TEST menu (refer to 8-4).	
During game play, CONTROLLER's TRIGGER SW does not operate.	SW malfunctioning.	Replace SW (refer to 9-4).	
The on-screen image of the monitor sways and/or shrinks.	The power source and voltage are not correct.	Make sure that the power supply and voltage are correct.	

15. GAME BOARD

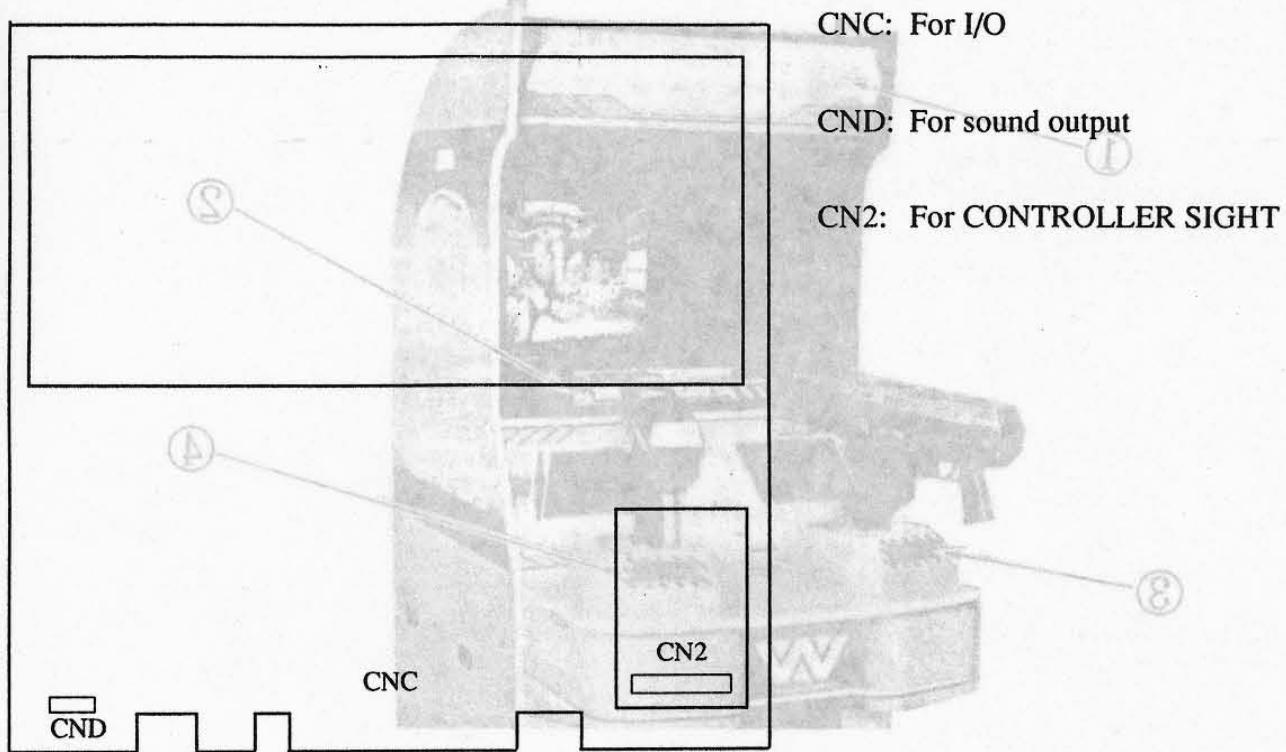
15-1 COMPOSITION OF GAME BOARD



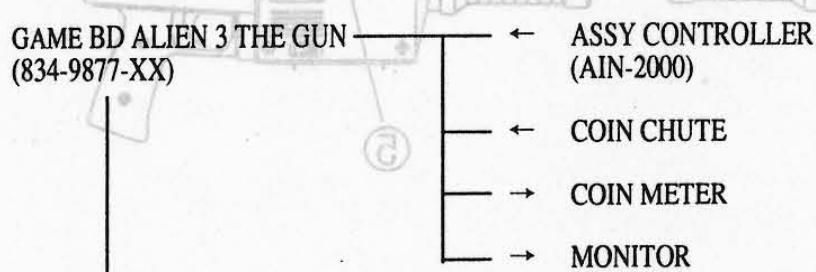
15-2 INPUT AND OUTPUT

1e. DESIGN RELATED PARTS

GAME BD ALIEN 3 THE GUN



INPUT AND OUTPUT RELATIONS

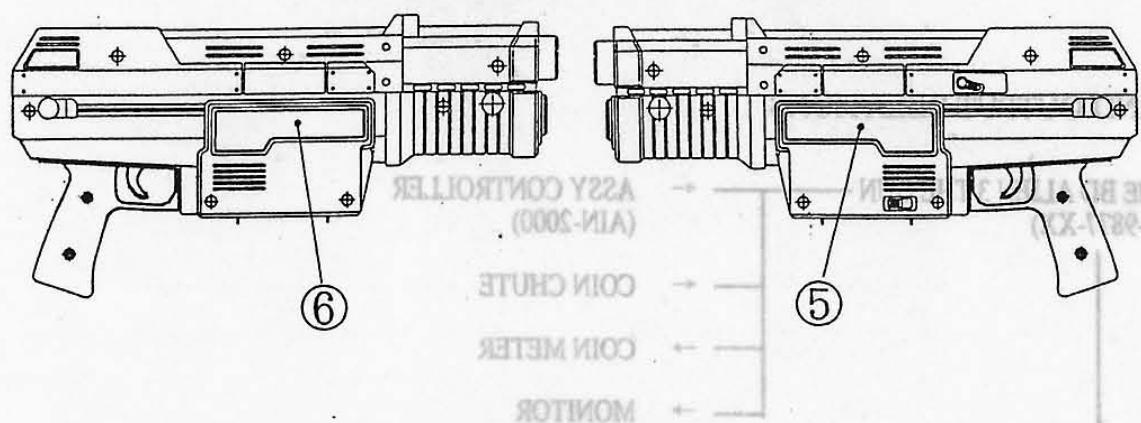
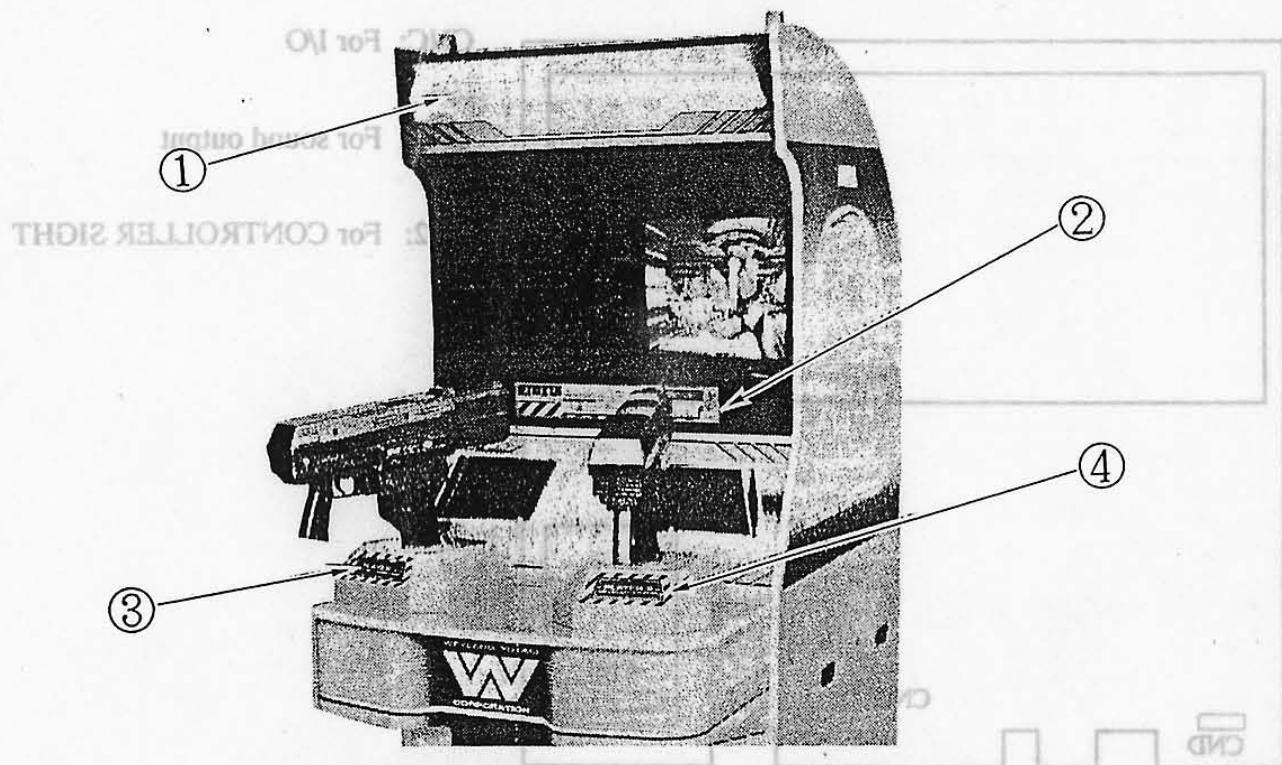


No.	PART NO.	DESCRIPTION
1	433-0201	PART NUMBER ALIEN
2	433-0480-01	FLAT PLATE WITH ENGR
3	AIN-1045	SILICER MECHA COVER LEFT
4	AIN-1043	SILICER MECHA COVER RIGHT
5	AIN-2002	DESIGN PLATE LEFT
6	AIN-2008	DESIGN PLATE RIGHT

16. DESIGN RELATED PARTS

12-5 INPUT AND OUTPUT

GAME BD ALIEN 3 THE GUN



No.	PART NO.	DESCRIPTION
1	423-0207	BILLBOARD PLATE AIN
2	422-0460-01	PLAY INSTR SH AIN ENG
3	AIN-1042	STICKER MECHA COVER LEFT
4	AIN-1043	STICKER MECHA COVER RIGHT
5	AIN-2005	DESIGN PL LEFT
6	AIN-2006	DESIGN PL RIGHT

17. PARTS LIST

(D-2A)

① TOP ASSY ALIEN 3 THE GUN

① TOP ASSY ALIEN 3 THE GUN

(D-1/2)

ITEM NO.	DESCRIPTION
1	ALN-0100 ASSY SHIELD CASE
2	ALN-1000 ASSY GUN
3	OUT-0003 SHIELD CASE STORE
4	451-2800-212 ORIGINAI SHOT ALIEN 3 THE GUN
5	451-6261 STICKER SERIAL NUMBER
6	451-7883 STICKER SPEC
7	451-7888 STICKER SERIAL NUMBER
8	451-6200 POLYETHYLENE COATED HIGH VOLTAGE
9	451-6211 CARTON BOX 30 FOR ALIEN 3 THE GUN
10	451-604-30 PORALYLINING PVC 300X300 OWNERS MANUAL ALIEN 3 THE GUN RING
11	450-6101-01 KEY WASHER ROR 30-280
12	350-2381 WRINGER HORN TAMP PAPER SCR DIAL TYPE MA
13	350-4111 WRINGER HORN TAMP PAPER SCR DIAL TYPE MA
14	250-0002-01 MOTOR BRUSH
15	250-2130 FUSE 0.4A X30 4000WY 125A
16	250-2323 FUSE 0.4A X30 2000WY 125A
17	250-2321 SHRINKING BRACKETS
18	214-2036-W000 M SCR PH WFS MSX22
19	214-2032-3000 BAG-0058 000-10022-W
20	451-0080-451-6118-01 SLICKER SIDE ICC FOR USA
21	451-6130-01 SLICKER SIDE ICC FOR USA AREA
22	451-6130-01 SLICKER SIDE ICC FOR USA AREA
23	451-6130-01 SLICKER SIDE ICC FOR USA AREA
24	451-6130-01 SLICKER SIDE ICC FOR USA AREA
25	451-6130-01 SLICKER SIDE ICC FOR USA AREA
26	451-6130-01 SLICKER SIDE ICC FOR USA AREA
27	451-6130-01 SLICKER SIDE ICC FOR USA AREA
28	451-6130-01 SLICKER SIDE ICC FOR USA AREA
29	451-6130-01 SLICKER SIDE ICC FOR USA AREA
30	451-6130-01 SLICKER SIDE ICC FOR USA AREA
31	451-6130-01 SLICKER SIDE ICC FOR USA AREA
32	451-6130-01 SLICKER SIDE ICC FOR USA AREA
33	451-6130-01 SLICKER SIDE ICC FOR USA AREA
34	451-6130-01 SLICKER SIDE ICC FOR USA AREA
35	451-6130-01 SLICKER SIDE ICC FOR USA AREA
36	451-6130-01 SLICKER SIDE ICC FOR USA AREA
37	451-6130-01 SLICKER SIDE ICC FOR USA AREA
38	451-6130-01 SLICKER SIDE ICC FOR USA AREA
39	451-6130-01 SLICKER SIDE ICC FOR USA AREA
40	451-6130-01 SLICKER SIDE ICC FOR USA AREA
41	451-6130-01 SLICKER SIDE ICC FOR USA AREA
42	451-6130-01 SLICKER SIDE ICC FOR USA AREA
43	451-6130-01 SLICKER SIDE ICC FOR USA AREA
44	451-6130-01 SLICKER SIDE ICC FOR USA AREA
45	451-6130-01 SLICKER SIDE ICC FOR USA AREA
46	451-6130-01 SLICKER SIDE ICC FOR USA AREA
47	451-6130-01 SLICKER SIDE ICC FOR USA AREA
48	451-6130-01 SLICKER SIDE ICC FOR USA AREA
49	451-6130-01 SLICKER SIDE ICC FOR USA AREA
50	451-6130-01 SLICKER SIDE ICC FOR USA AREA
51	451-6130-01 SLICKER SIDE ICC FOR USA AREA
52	451-6130-01 SLICKER SIDE ICC FOR USA AREA
53	451-6130-01 SLICKER SIDE ICC FOR USA AREA
54	451-6130-01 SLICKER SIDE ICC FOR USA AREA
55	451-6130-01 SLICKER SIDE ICC FOR USA AREA
56	451-6130-01 SLICKER SIDE ICC FOR USA AREA
57	451-6130-01 SLICKER SIDE ICC FOR USA AREA
58	451-6130-01 SLICKER SIDE ICC FOR USA AREA
59	451-6130-01 SLICKER SIDE ICC FOR USA AREA
60	451-6130-01 SLICKER SIDE ICC FOR USA AREA
61	451-6130-01 SLICKER SIDE ICC FOR USA AREA
62	451-6130-01 SLICKER SIDE ICC FOR USA AREA
63	451-6130-01 SLICKER SIDE ICC FOR USA AREA
64	451-6130-01 SLICKER SIDE ICC FOR USA AREA
65	451-6130-01 SLICKER SIDE ICC FOR USA AREA
66	451-6130-01 SLICKER SIDE ICC FOR USA AREA
67	451-6130-01 SLICKER SIDE ICC FOR USA AREA
68	451-6130-01 SLICKER SIDE ICC FOR USA AREA
69	451-6130-01 SLICKER SIDE ICC FOR USA AREA
70	451-6130-01 SLICKER SIDE ICC FOR USA AREA
71	451-6130-01 SLICKER SIDE ICC FOR USA AREA
72	451-6130-01 SLICKER SIDE ICC FOR USA AREA
73	451-6130-01 SLICKER SIDE ICC FOR USA AREA
74	451-6130-01 SLICKER SIDE ICC FOR USA AREA
75	451-6130-01 SLICKER SIDE ICC FOR USA AREA
76	451-6130-01 SLICKER SIDE ICC FOR USA AREA
77	451-6130-01 SLICKER SIDE ICC FOR USA AREA
78	451-6130-01 SLICKER SIDE ICC FOR USA AREA
79	451-6130-01 SLICKER SIDE ICC FOR USA AREA
80	451-6130-01 SLICKER SIDE ICC FOR USA AREA
81	451-6130-01 SLICKER SIDE ICC FOR USA AREA
82	451-6130-01 SLICKER SIDE ICC FOR USA AREA
83	451-6130-01 SLICKER SIDE ICC FOR USA AREA
84	451-6130-01 SLICKER SIDE ICC FOR USA AREA
85	451-6130-01 SLICKER SIDE ICC FOR USA AREA
86	451-6130-01 SLICKER SIDE ICC FOR USA AREA
87	451-6130-01 SLICKER SIDE ICC FOR USA AREA
88	451-6130-01 SLICKER SIDE ICC FOR USA AREA
89	451-6130-01 SLICKER SIDE ICC FOR USA AREA
90	451-6130-01 SLICKER SIDE ICC FOR USA AREA
91	451-6130-01 SLICKER SIDE ICC FOR USA AREA
92	451-6130-01 SLICKER SIDE ICC FOR USA AREA
93	451-6130-01 SLICKER SIDE ICC FOR USA AREA
94	451-6130-01 SLICKER SIDE ICC FOR USA AREA
95	451-6130-01 SLICKER SIDE ICC FOR USA AREA
96	451-6130-01 SLICKER SIDE ICC FOR USA AREA
97	451-6130-01 SLICKER SIDE ICC FOR USA AREA
98	451-6130-01 SLICKER SIDE ICC FOR USA AREA
99	451-6130-01 SLICKER SIDE ICC FOR USA AREA
100	451-6130-01 SLICKER SIDE ICC FOR USA AREA
101	451-6130-01 SLICKER SIDE ICC FOR USA AREA
102	451-6130-01 SLICKER SIDE ICC FOR USA AREA
103	451-6130-01 SLICKER SIDE ICC FOR USA AREA
104	451-6130-01 SLICKER SIDE ICC FOR USA AREA
105	451-6130-01 SLICKER SIDE ICC FOR USA AREA
106	451-6130-01 SLICKER SIDE ICC FOR USA AREA
107	451-6130-01 SLICKER SIDE ICC FOR USA AREA
108	451-6130-01 SLICKER SIDE ICC FOR USA AREA
109	451-6130-01 SLICKER SIDE ICC FOR USA AREA
110	451-6130-01 SLICKER SIDE ICC FOR USA AREA
111	451-6130-01 SLICKER SIDE ICC FOR USA AREA
112	451-6130-01 SLICKER SIDE ICC FOR USA AREA
113	451-6130-01 SLICKER SIDE ICC FOR USA AREA
114	451-6130-01 SLICKER SIDE ICC FOR USA AREA
115	451-6130-01 SLICKER SIDE ICC FOR USA AREA
116	451-6130-01 SLICKER SIDE ICC FOR USA AREA
117	451-6130-01 SLICKER SIDE ICC FOR USA AREA
118	451-6130-01 SLICKER SIDE ICC FOR USA AREA
119	451-6130-01 SLICKER SIDE ICC FOR USA AREA
120	451-6130-01 SLICKER SIDE ICC FOR USA AREA
121	451-6130-01 SLICKER SIDE ICC FOR USA AREA
122	451-6130-01 SLICKER SIDE ICC FOR USA AREA
123	451-6130-01 SLICKER SIDE ICC FOR USA AREA
124	451-6130-01 SLICKER SIDE ICC FOR USA AREA
125	451-6130-01 SLICKER SIDE ICC FOR USA AREA
126	451-6130-01 SLICKER SIDE ICC FOR USA AREA
127	451-6130-01 SLICKER SIDE ICC FOR USA AREA
128	451-6130-01 SLICKER SIDE ICC FOR USA AREA
129	451-6130-01 SLICKER SIDE ICC FOR USA AREA
130	451-6130-01 SLICKER SIDE ICC FOR USA AREA
131	451-6130-01 SLICKER SIDE ICC FOR USA AREA
132	451-6130-01 SLICKER SIDE ICC FOR USA AREA
133	451-6130-01 SLICKER SIDE ICC FOR USA AREA
134	451-6130-01 SLICKER SIDE ICC FOR USA AREA
135	451-6130-01 SLICKER SIDE ICC FOR USA AREA
136	451-6130-01 SLICKER SIDE ICC FOR USA AREA
137	451-6130-01 SLICKER SIDE ICC FOR USA AREA
138	451-6130-01 SLICKER SIDE ICC FOR USA AREA
139	451-6130-01 SLICKER SIDE ICC FOR USA AREA
140	451-6130-01 SLICKER SIDE ICC FOR USA AREA
141	451-6130-01 SLICKER SIDE ICC FOR USA AREA
142	451-6130-01 SLICKER SIDE ICC FOR USA AREA
143	451-6130-01 SLICKER SIDE ICC FOR USA AREA
144	451-6130-01 SLICKER SIDE ICC FOR USA AREA
145	451-6130-01 SLICKER SIDE ICC FOR USA AREA
146	451-6130-01 SLICKER SIDE ICC FOR USA AREA
147	451-6130-01 SLICKER SIDE ICC FOR USA AREA
148	451-6130-01 SLICKER SIDE ICC FOR USA AREA
149	451-6130-01 SLICKER SIDE ICC FOR USA AREA
150	451-6130-01 SLICKER SIDE ICC FOR USA AREA

① TOP ASSY ALIEN 3 THE GUN

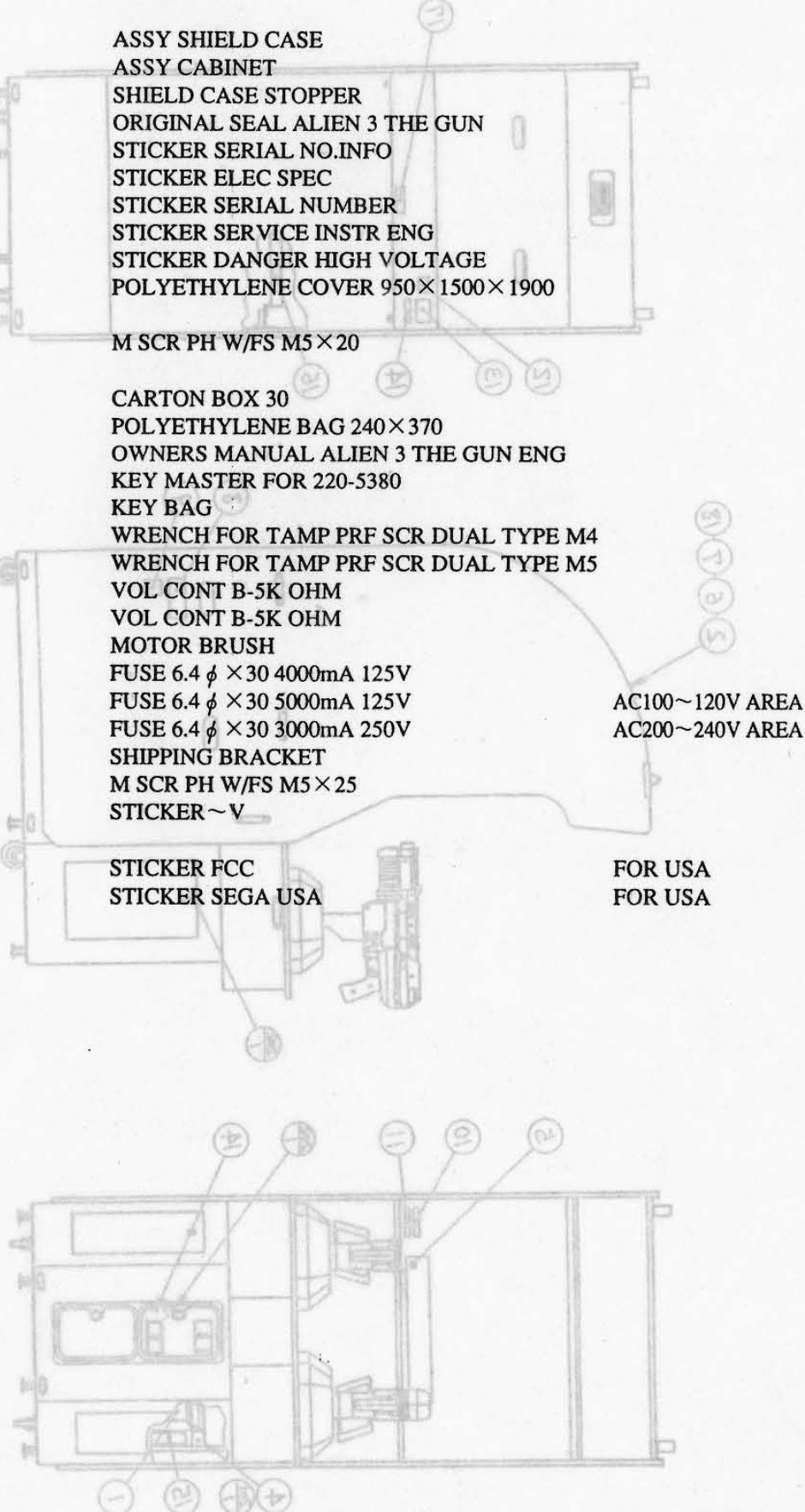
(D-15)

15 PARTS LIST

(D-2/2)

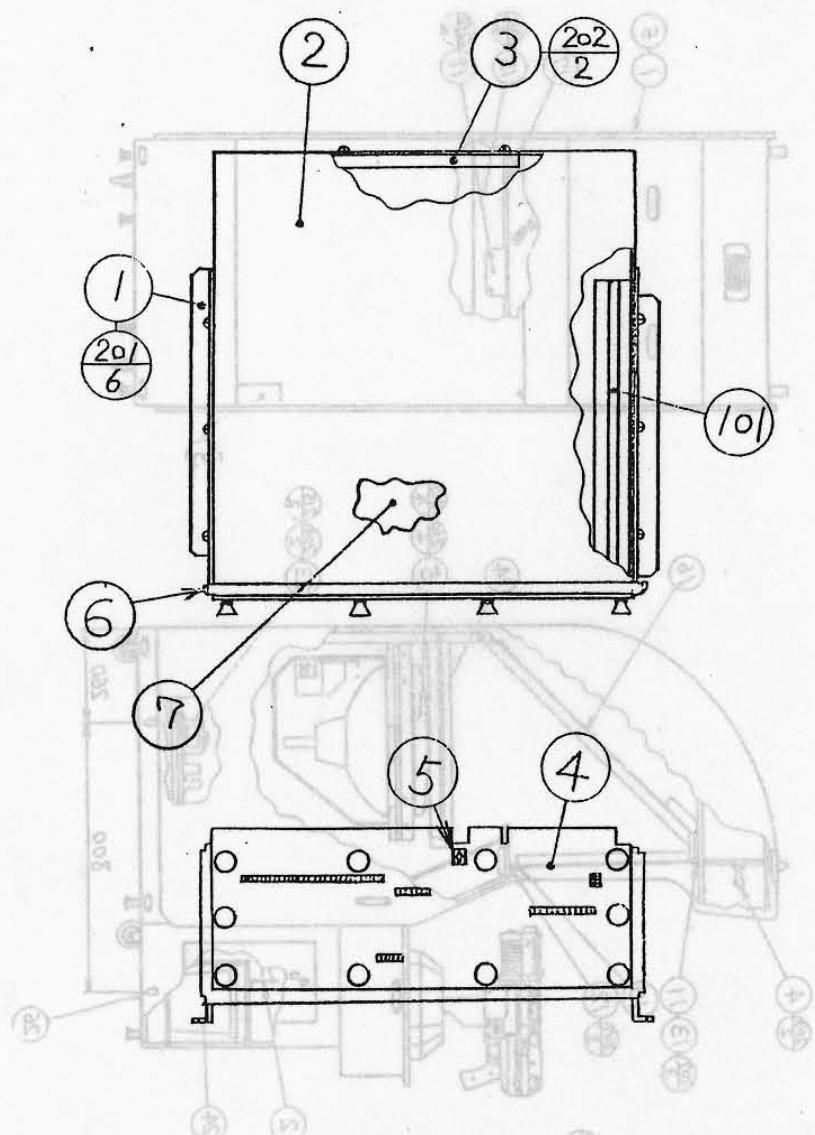
②

ITEM NO.	PART NO.	DESCRIPTION
1	AIN-0100	ASSY SHIELD CASE
2	AIN-1000	ASSY CABINET
4	OUT-0003	SHIELD CASE STOPPER
5	421-5800-215	ORIGINAL SEAL ALIEN 3 THE GUN
6	421-6594	STICKER SERIAL NO.INFO
13	421-7987	STICKER ELEC SPEC
14	421-7988	STICKER SERIAL NUMBER
15	421-6709	STICKER SERVICE INSTR ENG
16	421-6671	STICKER DANGER HIGH VOLTAGE
18	SGM-3784	POLYETHYLENE COVER 950×1500×1900
201	000-P00520-W	M SCR PH W/FS M5×20
401	601-6604-30	CARTON BOX 30
402	SGM-2675	POLYETHYLENE BAG 240×370
403	420-6101-01	OWNERS MANUAL ALIEN 3 THE GUN ENG
404	220-5381	KEY MASTER FOR 220-5380
405	SGM-4111	KEY BAG
406	540-0006-01	WRENCH FOR TAMP PRF SCR DUAL TYPE M4
407	540-0007-01	WRENCH FOR TAMP PRF SCR DUAL TYPE M5
408	220-5130	VOL CONT B-5K OHM
408	220-5373	VOL CONT B-5K OHM
409	601-7227	MOTOR BRUSH
410	514-5036-4000	FUSE 6.4 φ × 30 4000mA 125V
411	514-5036-5000	FUSE 6.4 φ × 30 5000mA 125V
411	514-5037-3000	FUSE 6.4 φ × 30 3000mA 250V
	BVG-0026	SHIPPING BRACKET
	000-P00525-W	M SCR PH W/FS M5×25
	421-6690~	STICKER~V
421-6119-91	STICKER FCC	FOR USA
421-6120-91	STICKER SEGA USA	FOR USA



(2) ASSY SHIELD CASE (AIN-0100)

(3) ASSY CABINET (AIN-1000)

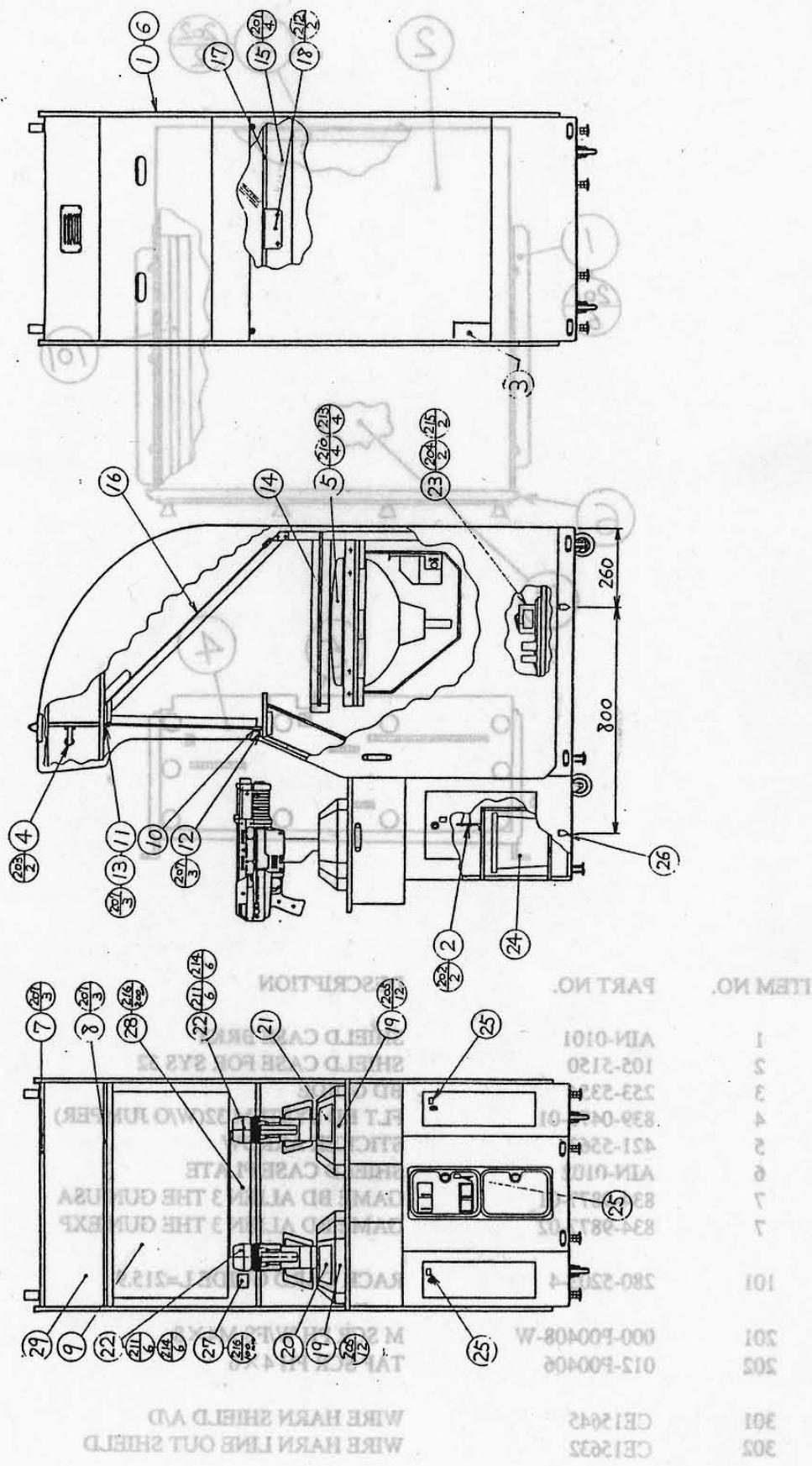


ITEM NO.	PART NO.	DESCRIPTION
1	AIN-0101	SHIELD CASE BRKT
2	105-5150	SHIELD CASE FOR SYS 32
3	253-5354	BD GUIDE
4	839-0476-01	FLT BD SYSTEM 32(W/O JUMPER)
5	421-5563	STICKER ARROW
6	AIN-0102	SHIELD CASE PLATE
7	834-9877-01	GAME BD ALIEN 3 THE GUN USA
7	834-9877-02	GAME BD ALIEN 3 THE GUN EXP
101	280-5203-4	RACK CARD GUIDE L=215.9
201	000-P00408-W	M SCR PH W/FS M4×8
202	012-P00406	TAP SCR PH 4×6
301	CE15645	WIRE HARN SHIELD A/D
302	CE15632	WIRE HARN LINE OUT SHIELD

FOR USA
FOR OTHERS

③ ASSY CABINET (AIN-1000)

(D-1/3) EASY SHIELD CASE (A1N-Q100)



(3) ASSY CABINET (AIN-1000)

ASSY CABINET (AIN-1000) (D-2/3)

ITEM NO.	PART NO.	DESCRIPTION	ITEM NO.	PART NO.
1	AIN-1001	ASSY SUB-CABINET	212	020-500400
2	AIN-1021	SW UNIT	213	080-F00600
3	AIN-1023	AC UNIT	214	080-F00800
4	AIN-1024	FL UNIT	215	080-00001
5	AIN-1025	ASSY MONITOR 29	216	080-00241
6	AIN-1028	ASSY WIRE	301	CE-12841
	CE15619	WIRE HARN MAIN	302	600-6314-42
	CE15643	WIRE HARN A/D 1	303	600-6314-44
	CE15644	WIRE HARN A/D 2	304	600-6314-46
	600-6314-19	WIRE HARN EXT COIN	305	600-6314-48
	600-6314-20	WIRE HARN EXT SOUND		
	CE 15639	WIRE HARN EXT VOLUME		
	CE 15640	LINE FILTER A		
	601-0460	PLASTIC TIE BELT 100mm		
7	AIN-1029	BILLBOARD SASH UPPER		
8	AIN-1030	BILLBOARD SASH LOWER		
9	AIN-1031	FRONT GLASS		
10	AIN-1032	RUBBER PACKING		
11	AIN-1033	GLASS HOLDER UPPER		
12	AIN-1034	GLASS HOLDER LOWER		
13	AIN-1035	CUSHION		
14	AIN-1036	WOODEN MASK		
15	AIN-1037	MIRROR BRKT		
16	AIN-1038	MIRROR		
17	AIN-1039	MIRROR SASH		
18	AIN-1040	MIRROR HOLDER		
19	AIN 1041	MECHA COVER		
20	AIN-1042	STICKER MECHA COVER LEFT		
21	AIN-1043	STICKER MECHA COVER RIGHT		
22	AIN-2000	ASSY CONTROLLER		
23	AIN-4000	ASSY PWR SPLY		
24	253-5366	CASH BOX		
26	421-7020	STICKER CAUTION FORK		
27	421-7308~	DENOMINATION SHEET 1GAME~		
28	422-0460-01	PLAY INSTR SH AIN ENG		
29	423-0207	BILLBOARD PLATE AIN		
101	280-0419	HARNESS LUG		
102	280-5009-01	CORD CLAMP 21		
201	000-P00412-W	M SCR PH W/FS M4×12		
202	000-P00420-W	M SCR PH W/FS M4×20		
203	000-P00430-W	M SCR PH W/FS M4×30		
204	000-P00530-S	M SCR PH W/S M5×30		
205	008-T00408-0C	TMP PRF SCR TH CRM M4×8		
206	008-T00420-OB	TMP PRF SCR TH BLK M4×20		
207	000-T00516-OB	M SCR TH BLK M5×16		
208	005-R03110	W SCR RH 3.1×10		
209	005-F03113	W SCR FH 3.1×13		
210	030-000612-S	HEX BLT W/S M6×12		
211	030-000840-S	HEX BLT W/S M8×40		

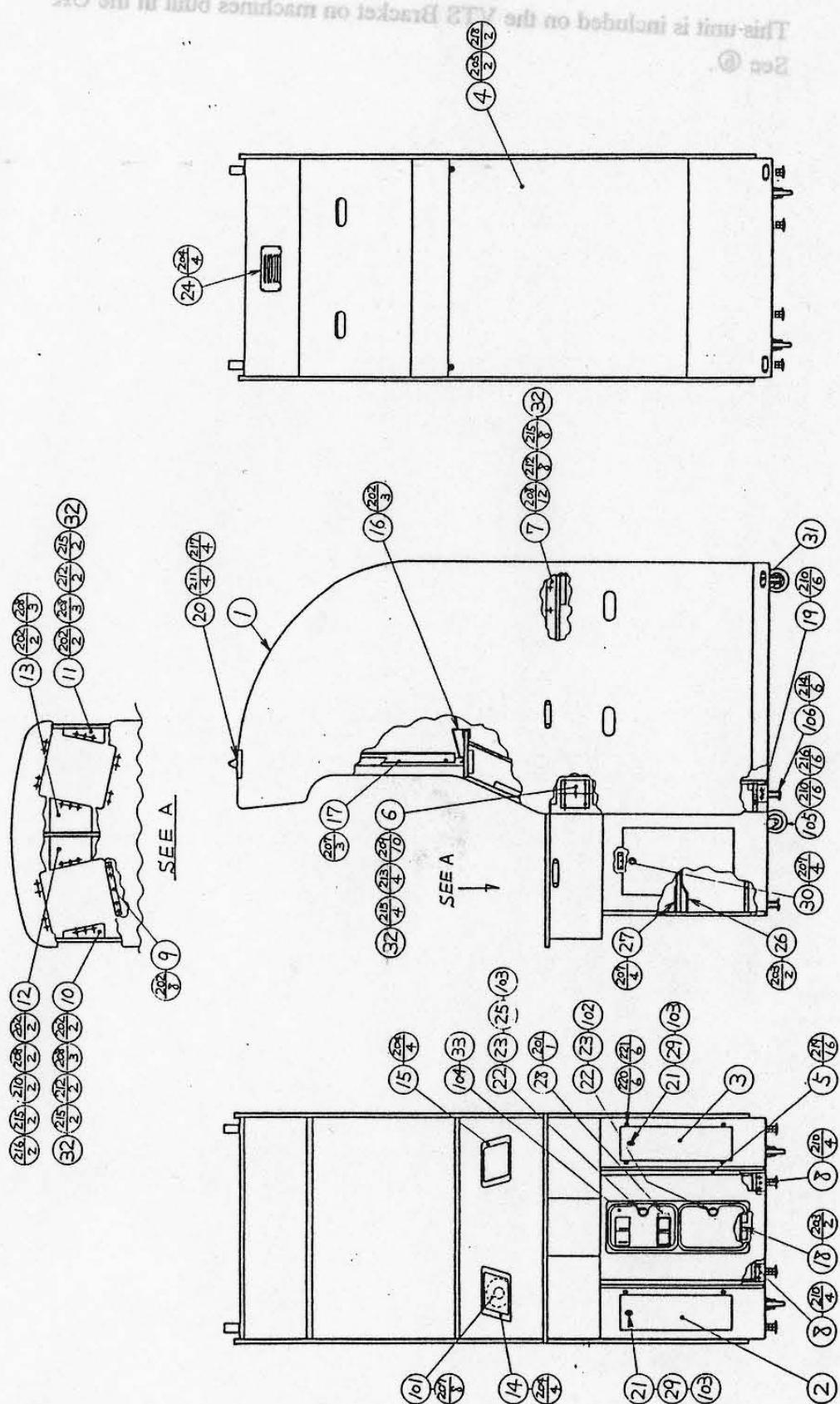
③ ASSY CABINET (AIN-1000)

ASSY CABINET (AIN-1000) (D-3/3)

ITEM NO.	PART NO.	DESCRIPTION	ITEM NO.	PART NO.
212	050-F00400	FLG NUT M4	1	AIN-1001
213	060-F00600	FLT WSHR M6	2	AIN-1051
214	060-F00800	FLT WSHR M8	3	AIN-1053
215	069-000001	FLT WSHR 5.5-20×1.6	4	AIN-1054
216	090-0024	SCOCH ELEC. TAPE UL10 19mm×55mm	5	AIN-1055
301	CE 15641	WIRE HARN EXT MOTOR	6	AIN-1056
302	600-6314-44	WIRE HARN EARTH CONT R	7	CE12518
303	600-6314-45	WIRE HARN EARTH CONT L	8	CE12523
304	600-6314-46	WIRE HARN EARTH COIN SW	9	CE12544
305	600-6314-47	WIRE HARN EARTH COIN METER	10	600-6314-30
			11	CB 12630
			12	CE 12640
		LINKE FILTER A	13	601-0480
		PLASTIC TIE BELT 100mm	14	AIN-1033
		BUTTBORD SASH UPLIFTER	15	AIN-1030
		BUTTBORD SASH LOWER	16	AIN-1031
		FRONT GRASS	17	AIN-1035
		RUBBER BACKING	18	AIN-1033
		GRASS HOLDER LOWER	19	AIN-1034
		GRASS HOLDER FLOOR	20	AIN-1032
		CUSHION	21	AIN-1036
		WOODEN MASK	22	AIN-1032
		MIRROR BRKT	23	AIN-1031
		MIRROR	24	AIN-1038
		MIRROR SASH	25	AIN-1033
		MIRROR HOLDER	26	AIN-1040
		MECH COAVER	27	AIN-1041
		STICKER MECH COAVER RIOHT	28	AIN-1043
		STICKER MECH COAVER LIFT	29	AIN-5000
		ASSY CONTROL FILTER	30	AIN-4000
		CASH BOX	31	252-2386
		STICKER CAVITION FORK	32	421-1050
		DENOMINATION SHEET IMAGE	33	421-1308
		PLAY INSTR S/N AIN ENG	34	421-1309
		BUTTBORD PLATE AIN	35	423-0502
		HARNESS LUG	36	101
		CORD CLAMP J1	37	280-2002-01
		W2CR SH M2S MAX15	38	000-500413-W
		W2CR SH M2S MAX20	39	000-500420-W
		W2CR SH M2S MAX30	40	000-500430-A
		W2CR SH M2S MAX30	41	000-500230-B
		TMP PRT SCR TH CRM MAX8	42	008-100408-0C
		TMP PRT SCR TH BLK MAX30	43	008-100420-0B
		W2CR TH BLK M2X16	44	002-R03110
		W2CR RH 31X10	45	002-R03113
		W2CR RH 31X13	46	030-000840-2
		HEX BLT M2 M8X40	47	002-R03113
		HEX BLT M2 M8X40	48	030-000840-2
		HEX BLT M2 M8X40	49	002-R03113
		HEX BLT M2 M8X40	50	002-R03113
		HEX BLT M2 M8X40	51	002-R03113
		HEX BLT M2 M8X40	52	002-R03113
		HEX BLT M2 M8X40	53	002-R03113
		HEX BLT M2 M8X40	54	002-R03113
		HEX BLT M2 M8X40	55	002-R03113
		HEX BLT M2 M8X40	56	002-R03113
		HEX BLT M2 M8X40	57	002-R03113
		HEX BLT M2 M8X40	58	002-R03113
		HEX BLT M2 M8X40	59	002-R03113
		HEX BLT M2 M8X40	60	002-R03113
		HEX BLT M2 M8X40	61	002-R03113
		HEX BLT M2 M8X40	62	002-R03113
		HEX BLT M2 M8X40	63	002-R03113
		HEX BLT M2 M8X40	64	002-R03113
		HEX BLT M2 M8X40	65	002-R03113
		HEX BLT M2 M8X40	66	002-R03113
		HEX BLT M2 M8X40	67	002-R03113
		HEX BLT M2 M8X40	68	002-R03113
		HEX BLT M2 M8X40	69	002-R03113
		HEX BLT M2 M8X40	70	002-R03113
		HEX BLT M2 M8X40	71	002-R03113
		HEX BLT M2 M8X40	72	002-R03113
		HEX BLT M2 M8X40	73	002-R03113
		HEX BLT M2 M8X40	74	002-R03113
		HEX BLT M2 M8X40	75	002-R03113
		HEX BLT M2 M8X40	76	002-R03113
		HEX BLT M2 M8X40	77	002-R03113
		HEX BLT M2 M8X40	78	002-R03113
		HEX BLT M2 M8X40	79	002-R03113
		HEX BLT M2 M8X40	80	002-R03113
		HEX BLT M2 M8X40	81	002-R03113
		HEX BLT M2 M8X40	82	002-R03113
		HEX BLT M2 M8X40	83	002-R03113
		HEX BLT M2 M8X40	84	002-R03113
		HEX BLT M2 M8X40	85	002-R03113
		HEX BLT M2 M8X40	86	002-R03113
		HEX BLT M2 M8X40	87	002-R03113
		HEX BLT M2 M8X40	88	002-R03113
		HEX BLT M2 M8X40	89	002-R03113
		HEX BLT M2 M8X40	90	002-R03113
		HEX BLT M2 M8X40	91	002-R03113
		HEX BLT M2 M8X40	92	002-R03113
		HEX BLT M2 M8X40	93	002-R03113
		HEX BLT M2 M8X40	94	002-R03113
		HEX BLT M2 M8X40	95	002-R03113
		HEX BLT M2 M8X40	96	002-R03113
		HEX BLT M2 M8X40	97	002-R03113
		HEX BLT M2 M8X40	98	002-R03113
		HEX BLT M2 M8X40	99	002-R03113
		HEX BLT M2 M8X40	100	002-R03113

④ ASSY SUB-CABINET (AIN-1001)

(D-1/3)



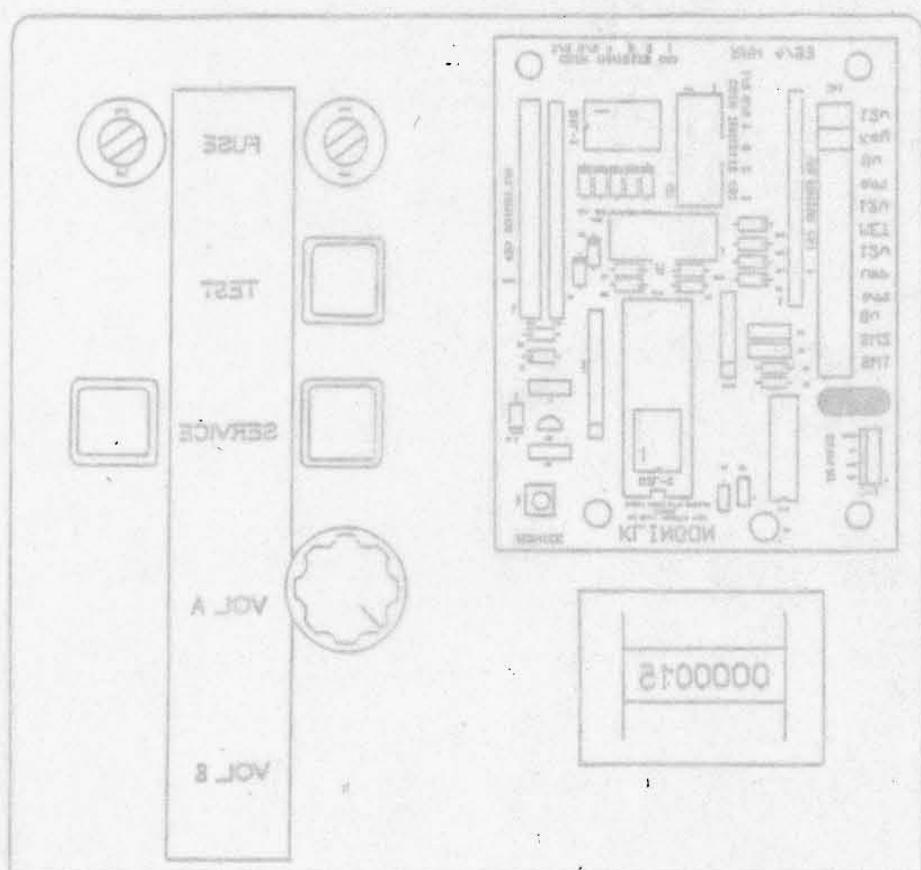
(D-2/3)

④ ASSY SUB-CABINET (AIN-1001)

A12 ASSY

(D-3/3)

ITEM NO.	PART NO.	DESCRIPTION	
201	000-P00308-W	M SCR PH W/FS M3×8	FOR OTHERS
201		NOT USED	FOR MARS
202	000-P00416-W	M SCR PH W/FS M4×16	
203	000-P00420-W	M SCR PH W/FS M4×20	
204	000-T00420-0B	M SCR TH BLK M4×20	
205	008-T00430-0B	TMP PRF SCR TH BLK M4×30	
207	005-R03113-F	W SCR RH W/F 3.1×13	
208	005-R03513-F	W SCR RH W/F 3.5×13	
209	005-R03525	W SCR RH 3.5×25	
210	030-000630-SB	HEX BOLT BLK W/S M6×30	
211	030-000830-S	HEX BLT W/S M8×30	
212	031-000630-0C	CRG BLT CRM M6×30	
213	031-000650-0C	CRG BLT CRM M6×50	
214	050-H01600	HEX NUT M16	
215	050-F00600	FLG NUT M6	
216	060-F00600	FLT WSHR M6	
217	060-F00800	FLT WSHR M8	
218	069-000001	FLT WSHR 5.5-20×1.6	
219	031-000530-0C	CRG BLT CRM M5×30	
220	079-000008	SCR NAIL THH STNLS 1.5×16	
221	050-F00500	FLG NUT M5	

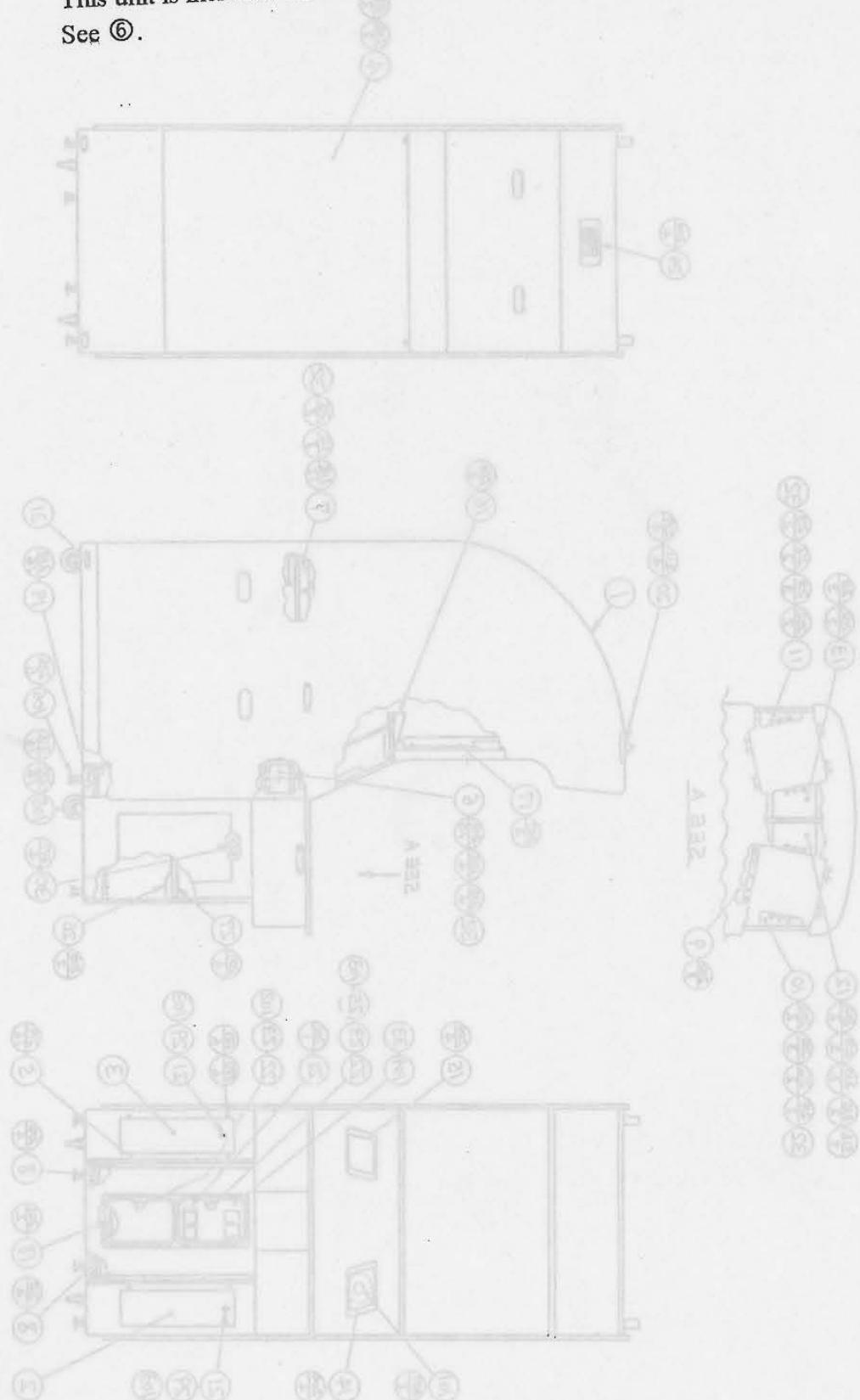


(D-13)

⑤ METER UNIT (AIN-1020).

ASSY SUB-CABINET (AIN-1001)

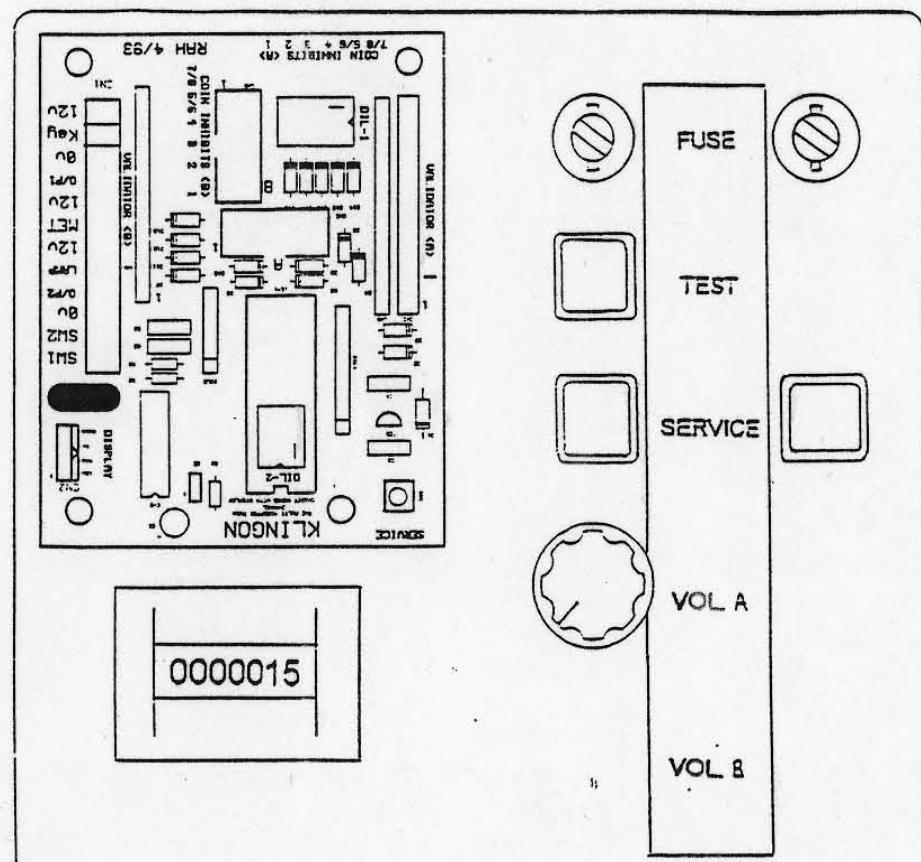
This unit is included on the VTS Bracket on machines built in the UK
See ⑥.



⑥ VTS ASSY

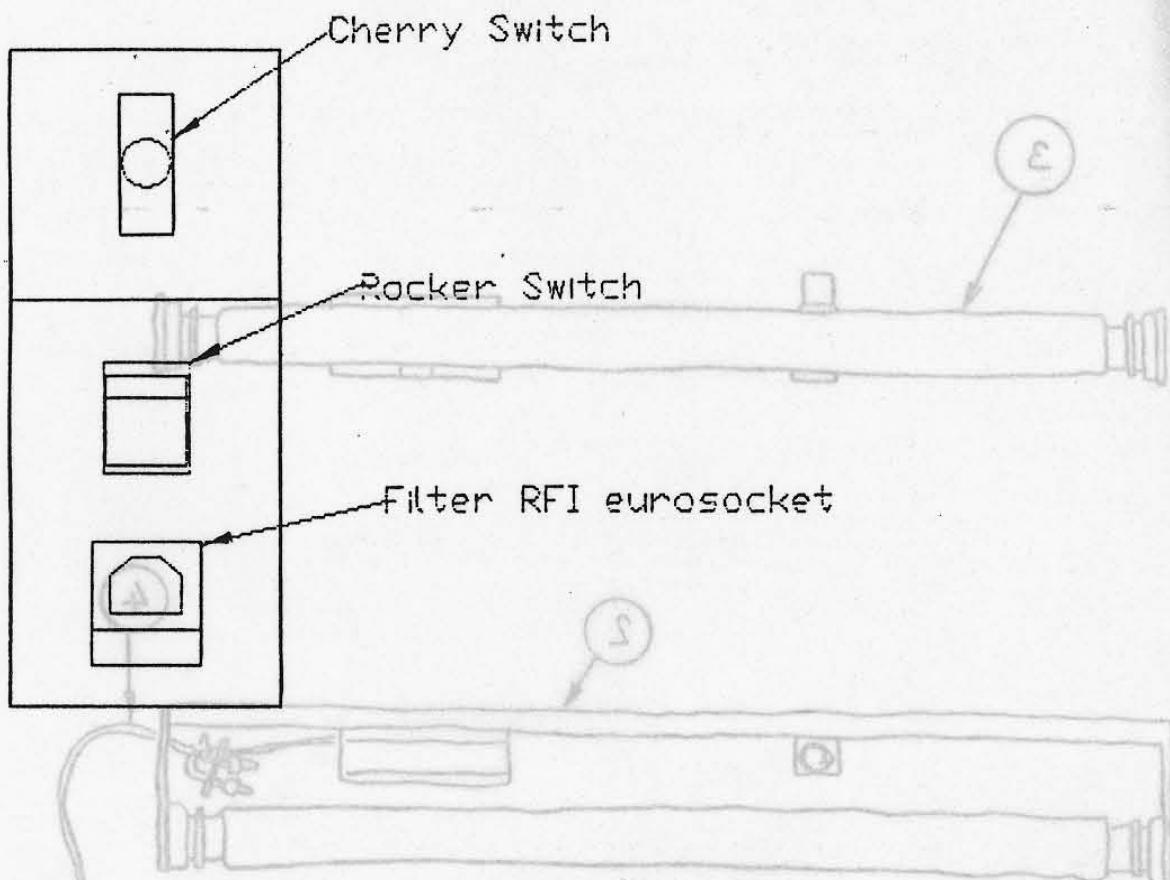
ASSA SUB-CABINET (VIN-1001)

ITEM No.	PART No.	DESCRIPTION	QTY
1	DLM/MP-1029	VTS Panel Bracket Type B	1
2	DI-	VTS Label Type B	1
3	M2067D 12V	Impulse Counter, Panel	1
4	F207	Control Knob, 15mm	1
5	E0611 PS	Push Button	3
6	F0755I	Potentiometer, 5k LIN	1
7	F357	Fuse Holder, 20mm (Type FX0377)	2
8	E1031 PS	Fuse, 2A 20mm Anti-surge	2
9			
10	CB-005	Klingon Credit Board	1
11	CE15631	Wire Harness, VTS	1
12	CE15646	Wire Harness, Volume SW	1



⑦ AC UNIT ASSY

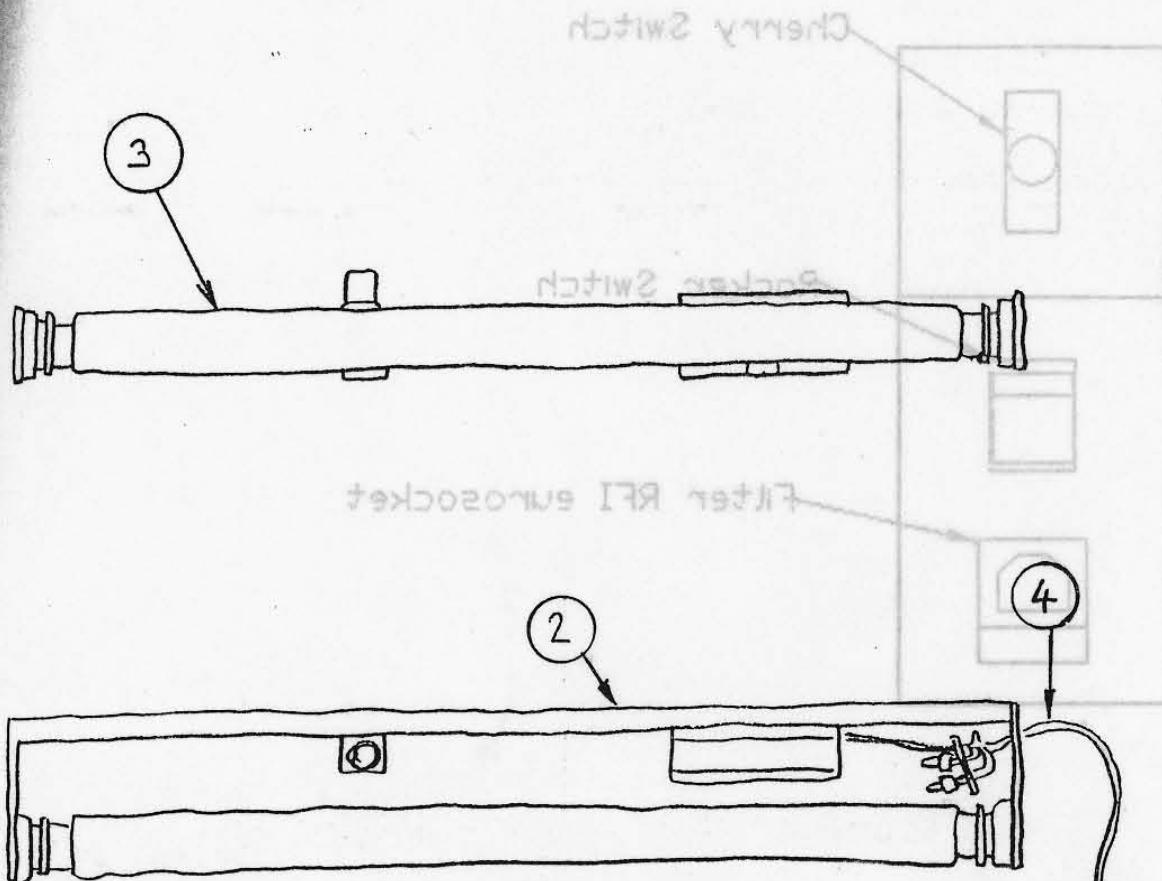
⑧ FILTER UNIT



ITEM No.	PART No.	DESCRIPTION	QTY
1	MP-001B	Multi-switch bracket	1
2	E4666 PS	Rocker Switch (on/off)	1
3	E5018 PS	"Cherry" Switch	1
4	E1415 PS	Filter RFI Eurosocket	1
5	E1043 PS	Fuse, 4A 20mm	1
6	CE15014	Wiring Harness, Multi-sw brk	1

⑧ FL UNIT

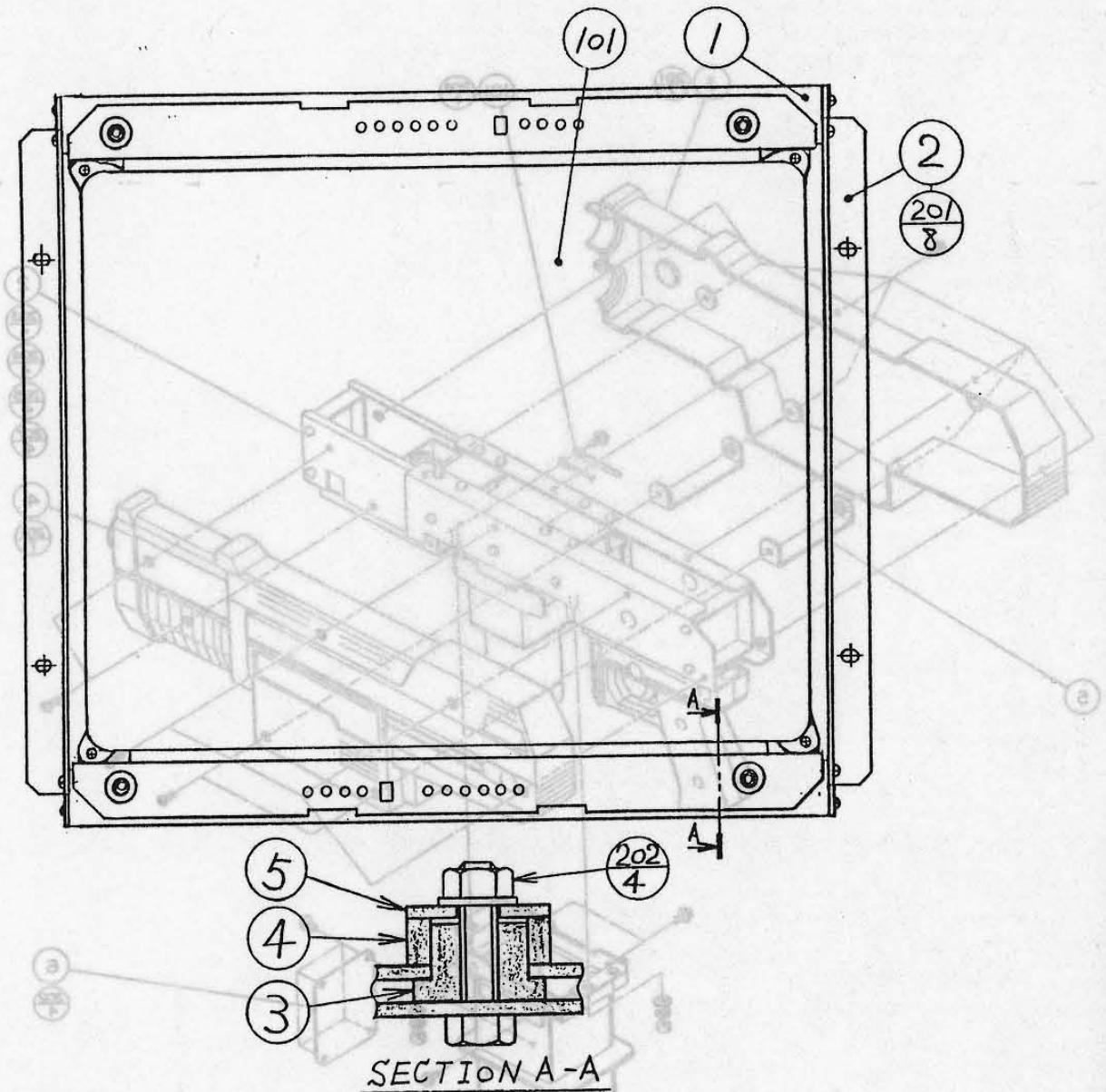
VC UNIT VSSY ⑨



ITEM No.	PART No.	DESCRIPTION	QTY
1	P.O.C	Wooden Panel	1
2	E5025	FL Lighting Tray, 15W	1
3	E3017	Flourescent Tube, 15W 18" White	1
4	CE15629	FL interface	1

⑨ ASSY MONITOR 29 (AIN-1025)

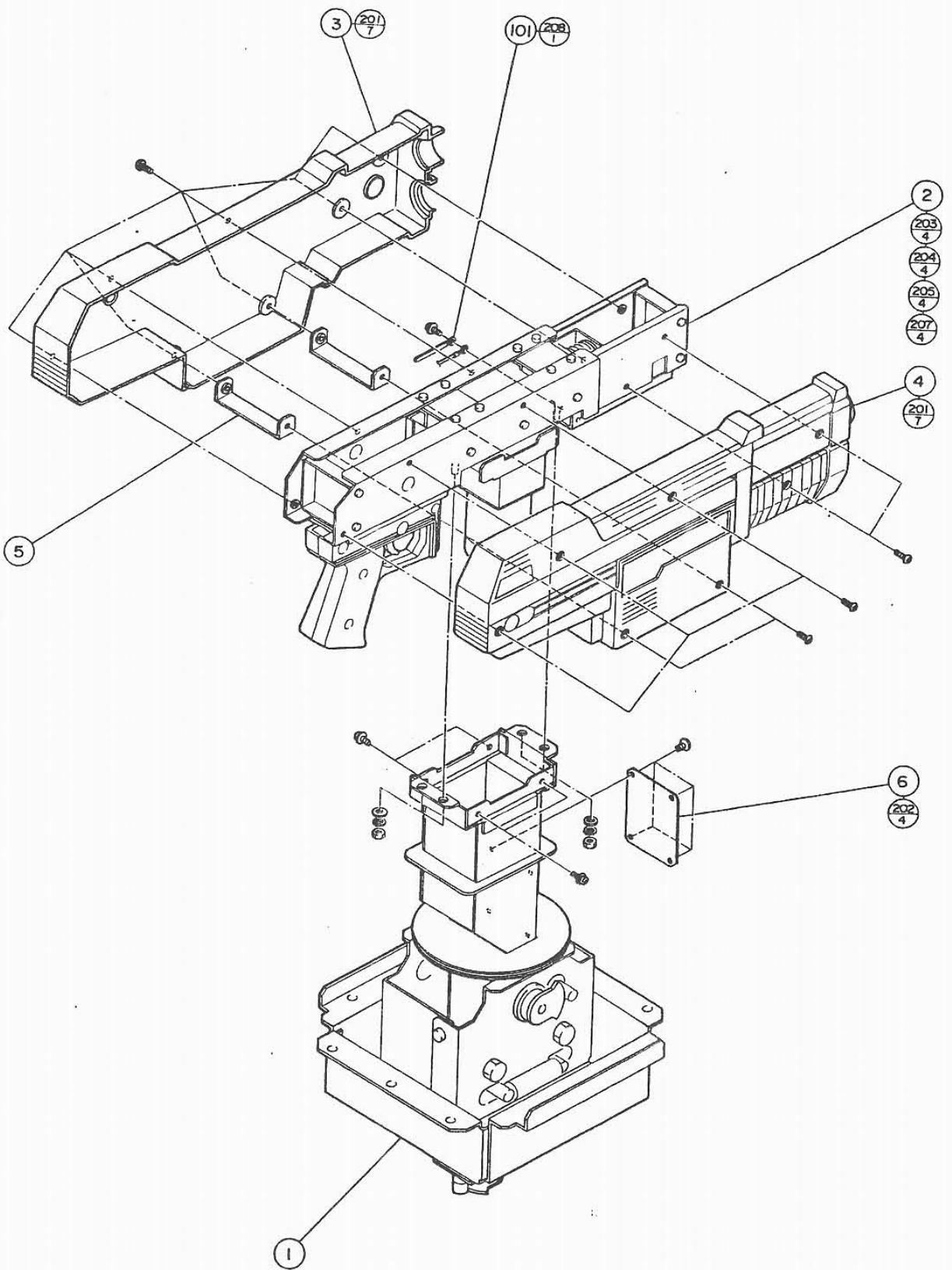
Not applicable to UK built machines



ITEM NO.	PART NO.	DESCRIPTION
1	AIN-1026	MONITOR BRKT A
2	AIN-1027	MONITOR BRKT B
3	280-5112	BUSH FOR TV
4	280-5113	COLLAR FOR TV
5	280-5114	SPACER 6.4-25×2
101	200-5242-15-03	ASSY CLR DSPL 29 TYPE 15K 100V
201	000-P00512-W	M SCR PH W/FS M5×12
202	050-F00600	FLG NUT M6

⑩ ASSY CONTROLLER (AIN-2000)

(D-1/2)



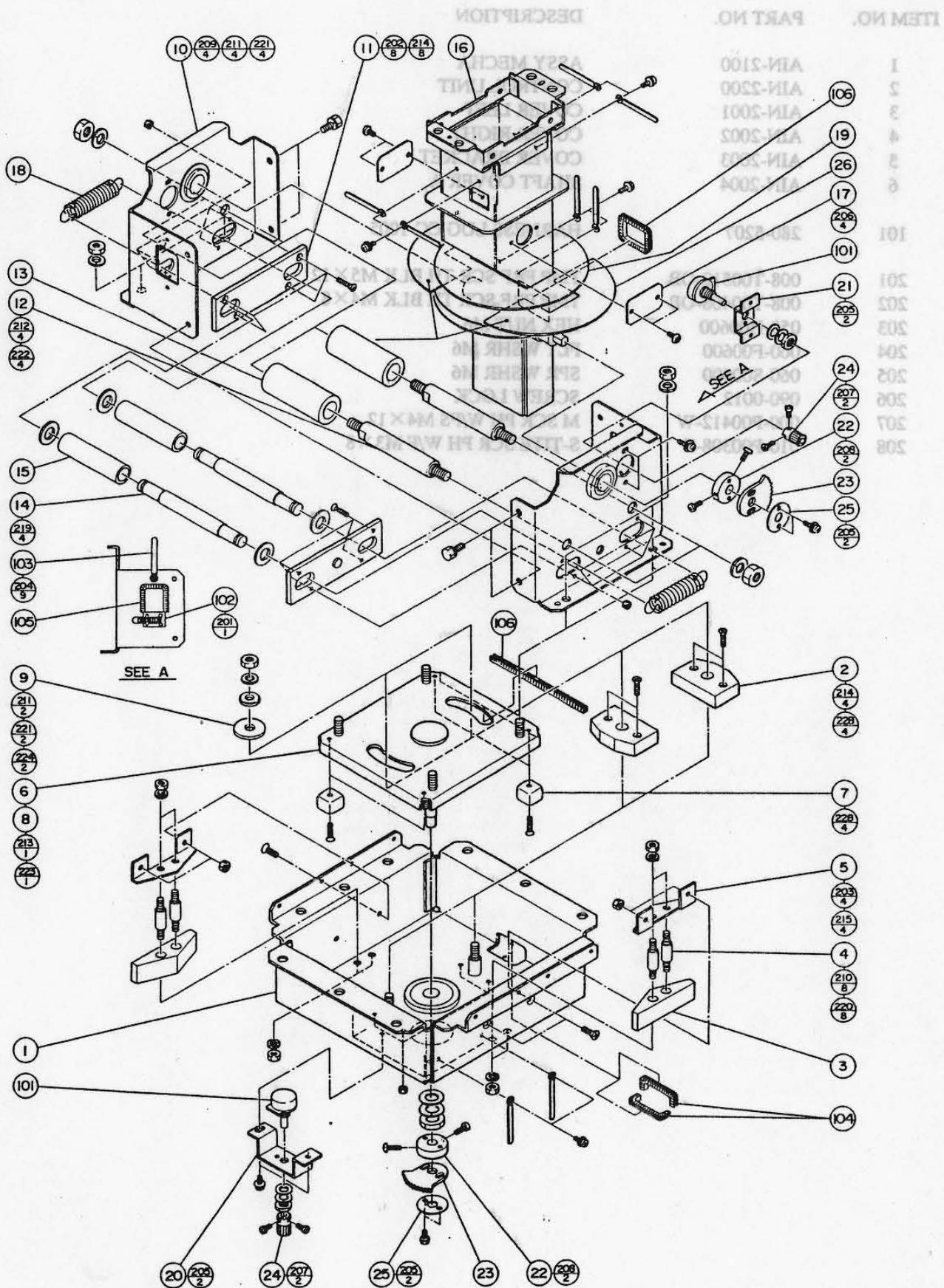
⑩ ASSY CONTROLLER (AIN-2000)

(D-2/2) ASSY MECHY (AIN-S100)

ITEM NO.	PART NO.	DESCRIPTION
1	AIN-2100	ASSY MECHA
2	AIN-2200	CONTROL UNIT
3	AIN-2001	COVER LEFT
4	AIN-2002	COVER RIGHT
5	AIN-2003	COVER BRACKET
6	AIN-2004	SHAFT COVER A
101	280-5207	HARNESS LUG CC-1005
201	008-T00512-OB	TMP PRF SCR TH BLK M5×12
202	008-T00408-OB	TMP PRF SCR TH BLK M4×8
203	050-H00600	HEX NUT M6
204	060-F00600	FLT WSHR M6
205	060-S00600	SPR WSHR M6
206	090-0012	SCREW LOCK
207	000-P00412-W	M SCR PH W/FS M4×12
208	010-P00308-F	S-TITE SCR PH W/F M3×8

⑪ ASSY MECHA (AIN-2100)

(D-1/3)



(11) ASSY MECHA (AIN-2100)

ASSY MECHA (AIN-2100) (D-2/3)

ITEM NO.	PART NO.	DESCRIPTION	PART NO.	ITEM NO.
1	AIN-2101	MECHA BASE	080-200800	220
2	AIN-2102	SPACER BLOCK A	080-200800	221
3	AIN-2103	STOPPER	080-201000	222
4	AIN-2104	STOPPER STAY	080-201400	223
5	AIN-2105	STOPPER BRACKET	080-000055-OB	224
6	AIN-2106	SWING BASE	080-000055-OB	225
7	AIN-2107	SPACER BLOCK B	080-0013	226
8	AIN-2108	RING	080-0013	227
9	AIN-2109	RING SPACER	080-000055-OB	228
10	AIN-2110	SWING BRACKET	CE12280	301
11	AIN-2111	SLIDE PLATE	CE12281	302
12	AIN-2112	STAY	CE12282	303
13	AIN-2113	RUBBER	CE12283	304
14	AIN-2114	SLIDE SHAFT	CE12284	305
15	AIN-2115	BUMPER	CE12285	306
16	AIN-2116	CONTROLLER SHAFT	CE12286	307
17	AIN-2117	SHAFT COVER BH	CE12280	308
18	AIN-2118	EXT SPRING		
19	AIN-2119	HOLE COVER A		
20	AIN-2120	VR BRKT LOWER		
21	GLC-2107	VR BRKT		
22	GUN-2629	GUIDE RING 140°		
23	601-6005	ADJUST GEAR		
24	601-5410	GEAR 15 φ 6		
25	GLC-2122	GEAR PLATE		
26	AIN-2121	HOLE COVER B		
101	220-5130	VOL CONT B-5K OHM		
101	220-5373	VOL CONT B-5K OHM		
102	280-5008	CORD CLAMP φ 15		
103	280-5207	HARNESS LUG CC-1005		
104	601-5962-59	BUSH 3.2T		
105	601-5962-90	BUSH 3.2T		
106	601-5962-110	BUSH 3.2T		
107	310-5029-F20	SUMITUBE F F20MM		
201	000-F00308	M SCR FH M3×8		
202	000-F00416	M SCR FH M4×16		
203	000-F00512	M SCR FH M5×12		
204	000-P00408-W	M SCR PH W/FS M4×8		
205	000-P00412-W	M SCR PH W/FS M4×12		
206	008-T00408-OB	TMP PRF SCR TH BLK M4×8		
207	028-P00308-F	SET SCR PH FLAT P M3×8		
208	028-P00416-P	SET SCR PH CUP P M4×16		
209	030-000612-S	HEX BLT W/S M6×12		
210	050-H00600	HEX NUT M6		
211	050-H00800	HEX NUT M8		
212	050-H01000	HEX NUT M10		
213	050-H01400	HEX NUT M14		
214	050-U00400	U NUT M4		
215	050-U00500	U NUT M5		
219	060-F01200	FLT WSHR M12		

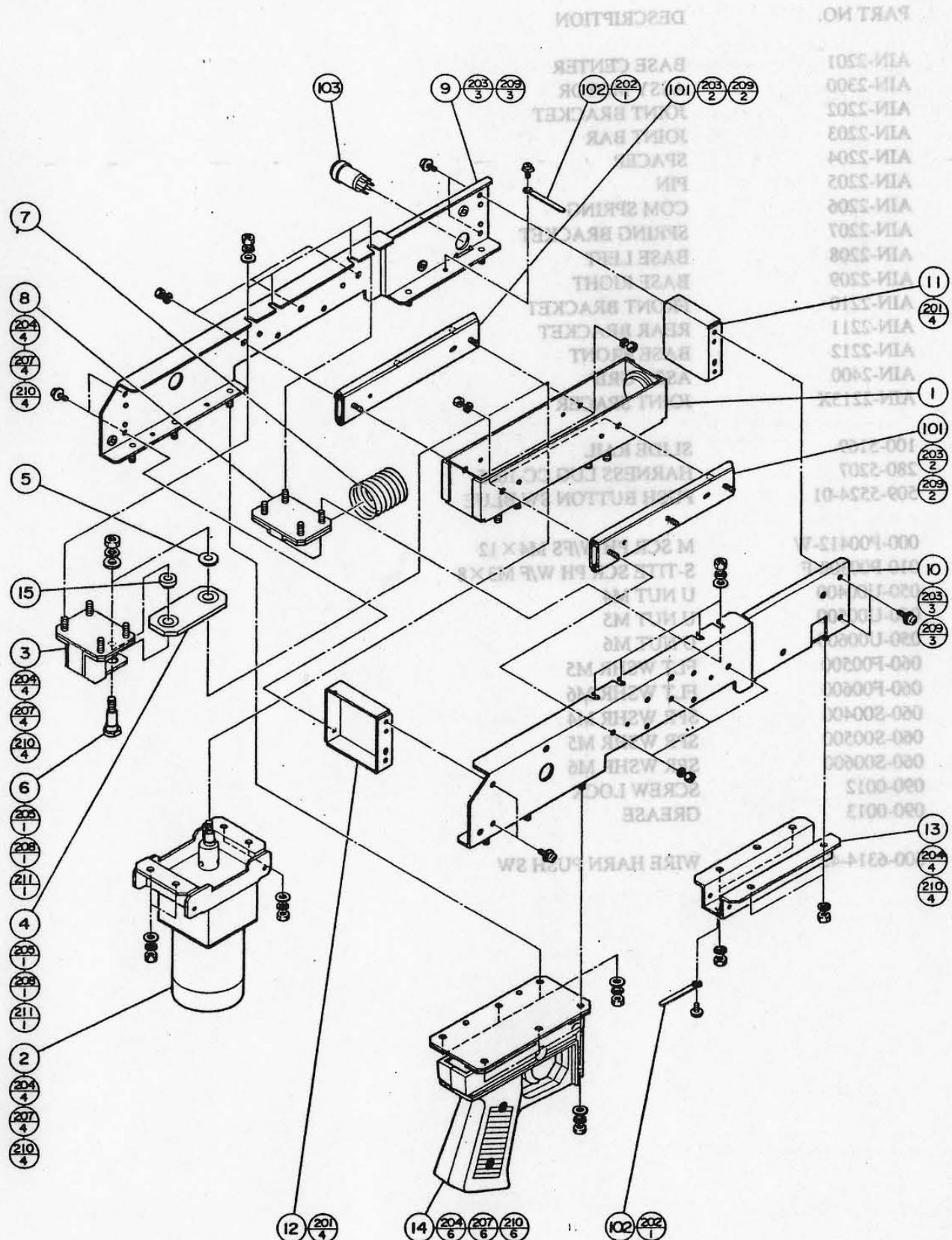
(11) ASSY MECHA (AIN-2100)

ASSY MECHA (AIN-S100) (D-3/3)

ITEM NO.	PART NO.	DESCRIPTION	ITEM NO.	PART NO.	DESCRIPTION
220	060-S00600	SPR WSHR M6	1	AIN-S101	MECHA
221	060-S00800	SPR WSHR M8	2	AIN-S102	SPACER
222	060-S01000	FLT WSHR M10	3	AIN-S103	STIFFENER
223	060-S01400	SPR WSHR M14	4	AIN-S104	STIFFENER
224	069-000022-OB	FLT WSHR BLK 8.5-25 X 1.6	5	AIN-S105	SPACER
225	090-0002	GLUE, CEMEDINE No.3000RS	6	AIN-S106	SLIDE
226	090-0012	SCREW LOCK	7	AIN-S107	SPACER
227	090-0013	GREASE	8	AIN-S108	RING
228	000-F00420	M SCR FH M4 X 20	9	AIN-S109	RING
		SUSPENSION BRACKET	10	AIN-S110	
301	CE 15580	WIRE HARN L/R	11	AIN-S111	
302	CE15581	WIRE HARN UP/DN	12	AIN-S112	
303	CE15582	WIRE HARN EXT SHOT 1	13	AIN-S113	
304	CE15583	WIRE HARN EXT SHOT 2	14	AIN-S114	
305	CE15584	WIRE HARN EXT MOTOR	15	AIN-S115	
306	CE15589	WIRE HARN EARTH MECHA	16	AIN-S116	
307	CE15590	WIRE HARN EARTH SHAFT	17	AIN-S117	
		EXTENSION	18	AIN-S118	
		HOLE COVER A	19	AIN-S119	
		ARM BOLT COVER	20	AIN-S120	
		ARM BOLT COVER	21	GFC-S101	ARM BOLT COVER
		GEAR RING 100	22	GDN-3630	GEAR RING 100
		ADJUST GEAR	23	001-6002	ADJUST GEAR
		GEAR 12 X 6	24	001-2410	GEAR PLATE
		BOARD CLIPS 4 12	25	GFC-S103	BOARD CLIPS 4 12
		HARNESS TUG CC-1002	26	001-2402	HARNESS TUG CC-1002
		BUSH 3.5T	27	001-2405-20	BUSH 3.5T
		BUSH 3.5T	28	001-2405-20	BUSH 3.5T
		SUMMUBE F 150MM	29	001-2405-110	SUMMUBE F 150MM
			30	310-2020-150	
			31	000-F00308	M SCR FH M8X8
			32	000-F00419	M SCR FH MAX 16
			33	000-F00213	M SCR FH M3X13
			34	000-F0008-A	M SCR FH M2.5X8
			35	000-F00412-A	M SCR FH M2.5X13
			36	000-F00408-B	TMP PAR SCR TH BLK MAX 8
			37	028-P00308-L	SET SCR FH PLAT 6 M3X8
			38	028-H00416-B	SET SCR FH CUP P MAX 16
			39	030-000413-2	HEX BLT M2.5 MAX 13
			40	020-H00600	HEX NUT M6
			41	020-H00800	HEX NUT M8
			42	020-H01000	HEX NUT M10
			43	020-H01400	HEX NUT M12
			44	020-U00300	U NUT M3
			45	020-U00200	FLT WSHR M12

⑫ CONTROL UNIT (AIN-2200)

(D-1/2)

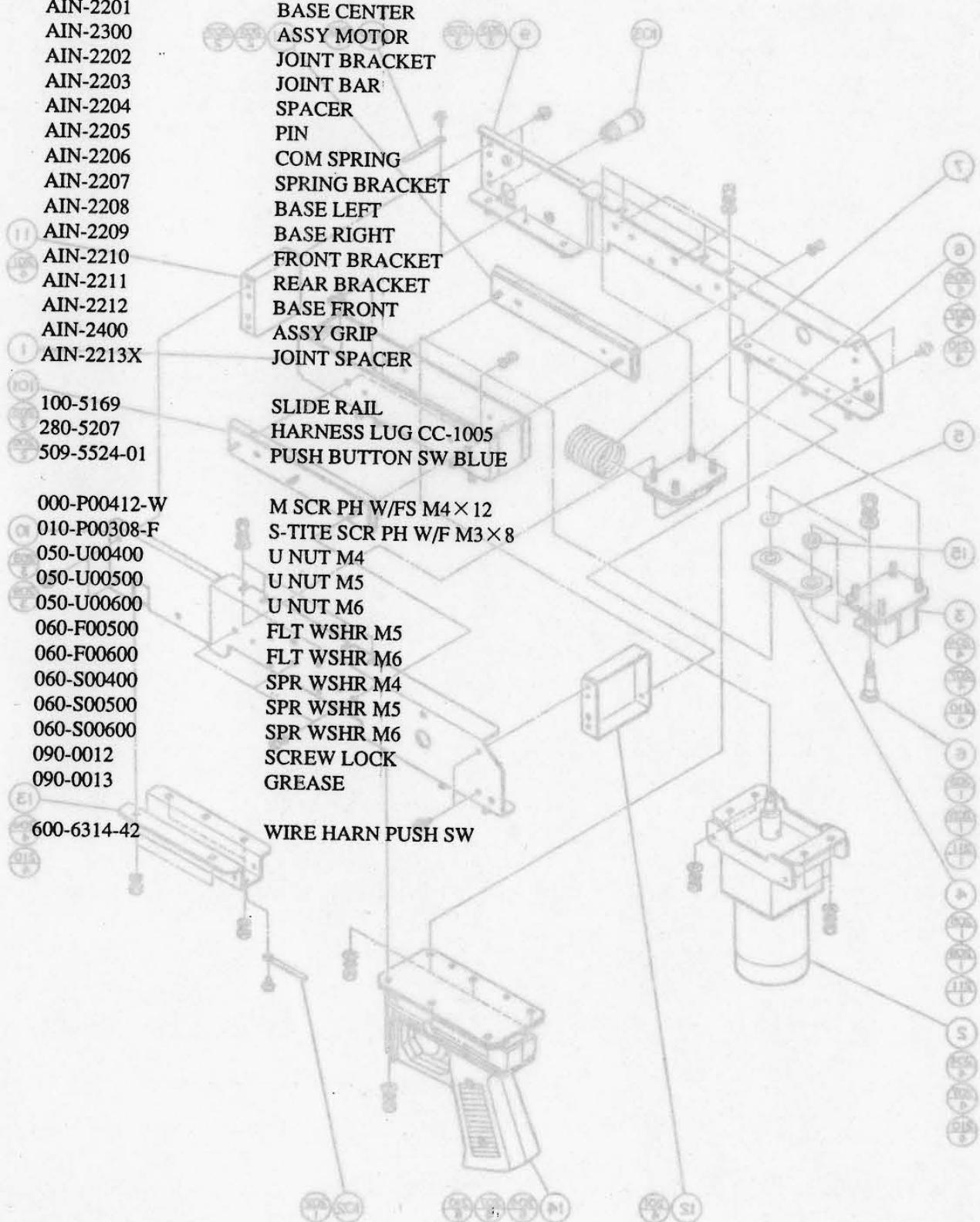


(12) CONTROL UNIT (AIN-2200)

UNIT (AIN-2200) (D-2/2)

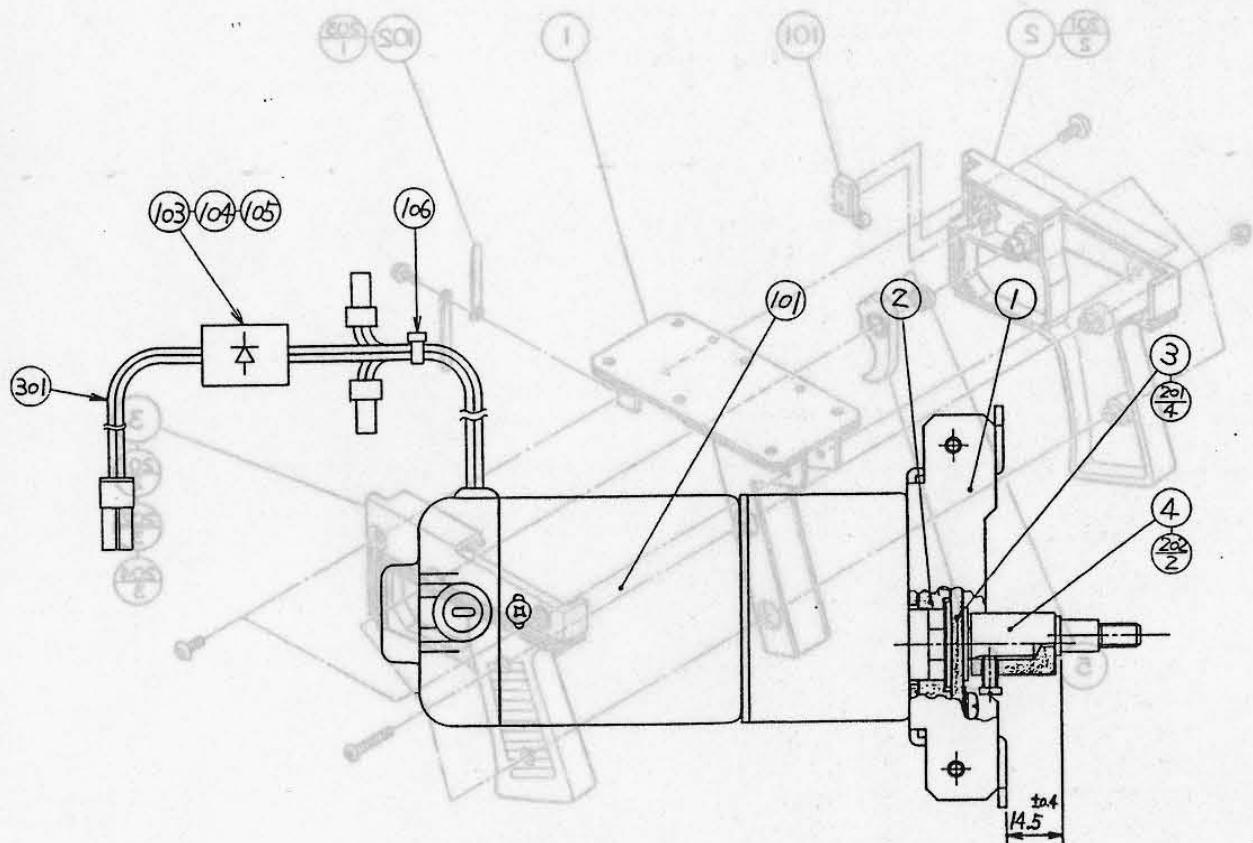
ITEM NO. PART NO. DESCRIPTION

1	AIN-2201	BASE CENTER
2	AIN-2300	ASSY MOTOR
3	AIN-2202	JOINT BRACKET
4	AIN-2203	JOINT BAR
5	AIN-2204	SPACER
6	AIN-2205	PIN
7	AIN-2206	COM SPRING
8	AIN-2207	SPRING BRACKET
9	AIN-2208	BASE LEFT
10	AIN-2209	BASE RIGHT
11	AIN-2210	FRONT BRACKET
12	AIN-2211	REAR BRACKET
13	AIN-2212	BASE FRONT
14	AIN-2400	ASSY GRIP
15	AIN-2213X	JOINT SPACER
101	100-5169	SLIDE RAIL
102	280-5207	HARNESS LUG CC-1005
103	509-5524-01	PUSH BUTTON SW BLUE
201	000-P00412-W	M SCR PH W/FS M4×12
202	010-P00308-F	S-TITE SCR PH W/F M3×8
203	050-U00400	U NUT M4
204	050-U00500	U NUT M5
205	050-U00600	U NUT M6
207	060-F00500	FLT WSHR M5
208	060-F00600	FLT WSHR M6
209	060-S00400	SPR WSHR M4
210	060-S00500	SPR WSHR M5
211	060-S00600	SPR WSHR M6
212	090-0012	SCREW LOCK
213	090-0013	GREASE
301	600-6314-42	WIRE HARN PUSH SW



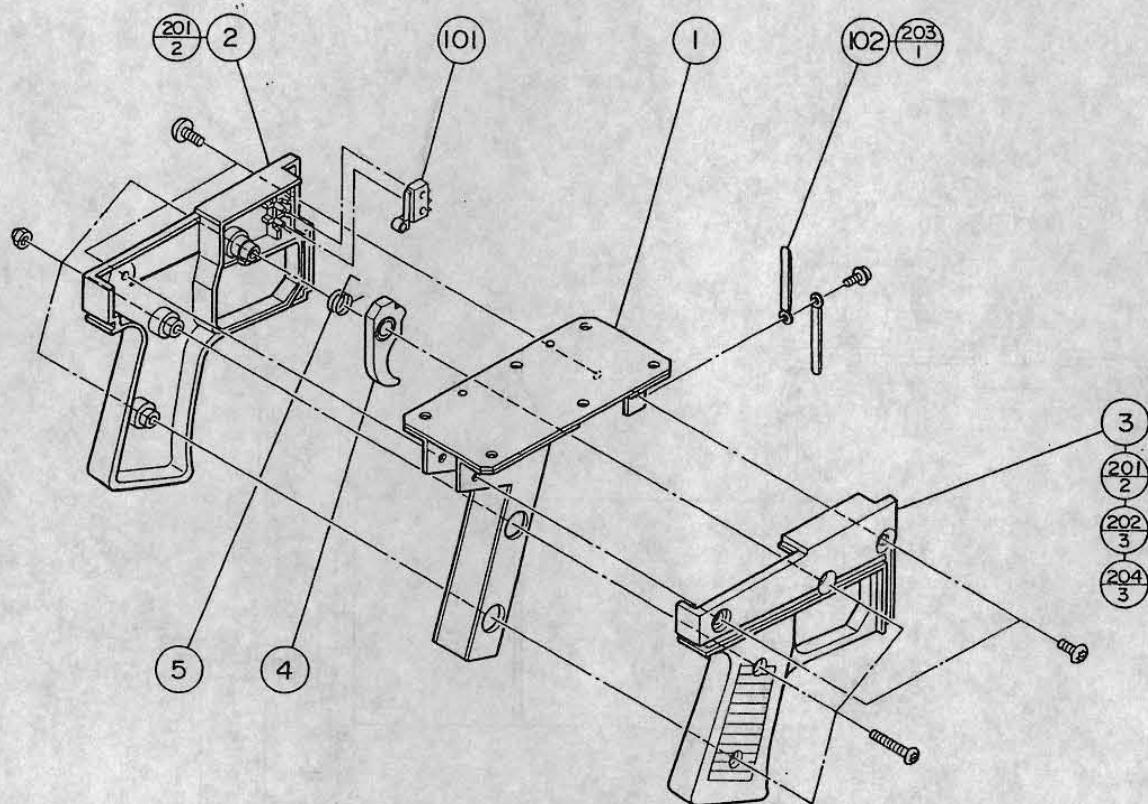
⑬ ASSY MOTOR (AIN-2300)

ASSY GRIP (AIN-2400)



ITEM NO.	PART NO.	DESCRIPTION	PART NO.	ITEM NO.
1	AIN-2301	MOTOR BRACKET	AIN-S-2401	1
2	AIN-2302	MOTOR SPACER	AIN-S-2402	2
3	AIN-2303	MOTOR PLATE	AIN-S-2403	3
4	AIN-2304	CAM	AIN-S-2404	4
101	350-5276	MOTOR DC24V 716grpm	310-2053-D10	101
103	481-0027	DIODE SIB01-02	000-00020	102
104	211-5409	AMP SPARK SUPPRESSOR CONN	010-60030	103
105	211-5410	CONTACT	020-C0000-000	104
106	601-0460	PLASTIC TIE BELT 100mm	030-00020	105
201	000-P00420-W	M SCR PH W/F S M4×20	060-00020	201
202	028-C00408-P	SET SCR CH CUP P M4×8	060-00030	202
203	090-0012	SCREW LOCK	060-00040	203
301	600-6314-43	WIRE HARN MOTOR	060-00041	301

⑯ ASSY GRIP (AIN-2400)

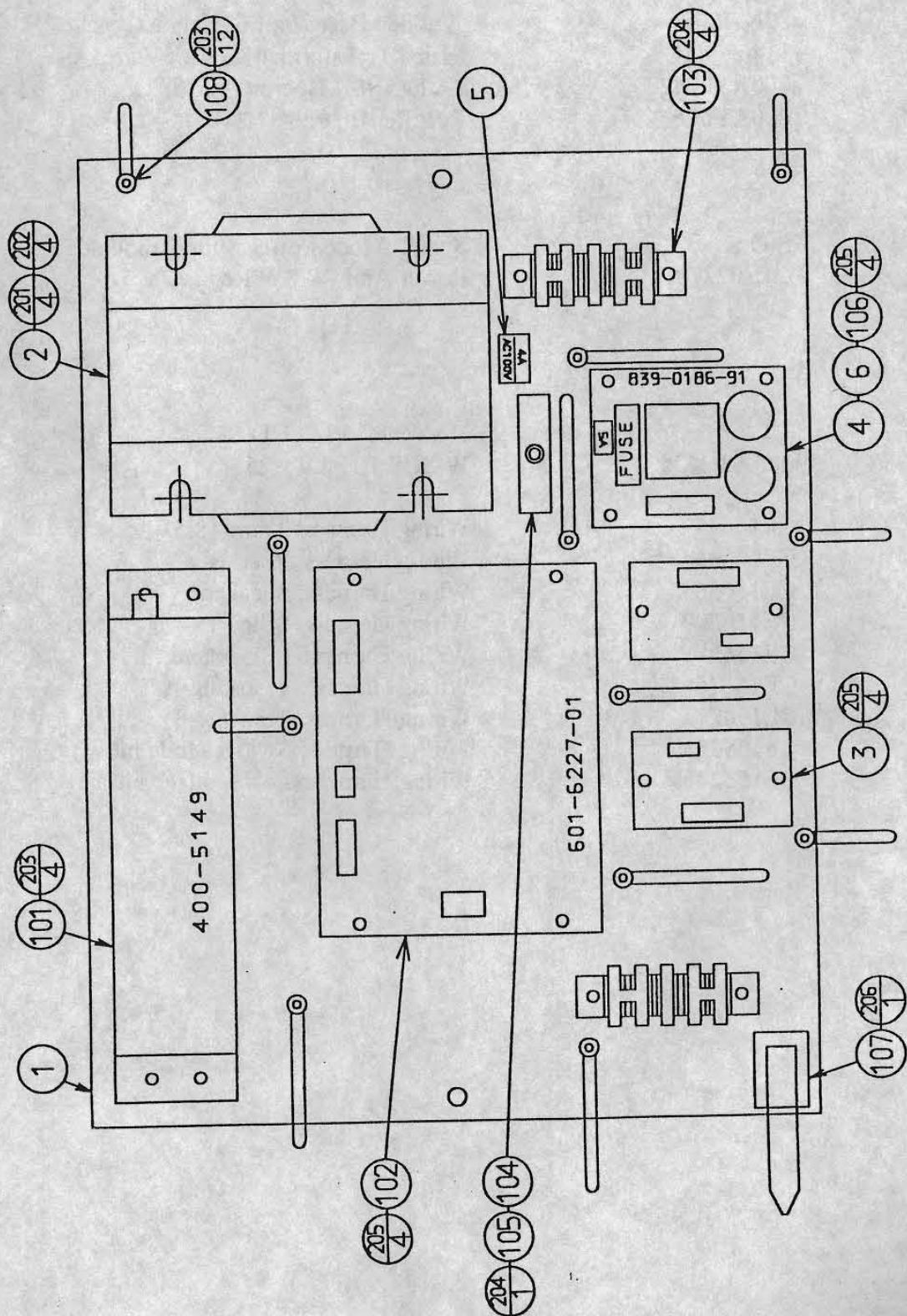


ITEM NO.	PART NO.	DESCRIPTION
1	AIN-2401	GRIP BASE
2	AIN-2402	GRIP LEFT
3	AIN-2403	GRIP RIGHT
4	AIN-2404	LEVER
5	AIN-2405	TORSION SPRING
101	509-5080	SW MICRO TYPE
102	280-5207	HARNESS LUG CC-1005
103	310-5029-D10	SUMITUBE F D10MM
201	008-T00512-OB	TMP PRF SCR TH BLK M5×12
202	AIN-2406	TMP PRF SCR PH BLK M5×25
203	010-P00308-F	S-TITE SCR PH W/F M3×8
204	050-C00500-3B	CAP NUT TYPE3 BLK M5
205	090-0070	GREASE 248 (SOLVEST 248)
301	600-6314-41	WIRE HARN MICRO SW

⑯ ASSY PWR SPLY (AIN-4000)

(D-1/2)

Components and layout will differ on UK machines



(15) ASSY PWR SPLY (AIN-4000)

(D-2/2)

ITEM No.	PART No.	DESCRIPTION
1	AIN-4001	Wooden Base (Part of Cabinet)
2	1146	Mains Transformer 2 x 18.5V @ 5A
3	000AY004	2A DC SSR Board (2 ccts)
4	000AY005	Rectifier Board DC 24V
5		
6		
101	E0507	Switch Mode Power Supply module
102	601-6227-01	Power Amp W/SW Regu 12V 5A
201		
202		
203		
204		No.8 x 1/2" FLG HD SCR
205	005-R02725	W SCR RH 2.7 x 25
301	CE15634	Wiring Harness, Trans 18.5V
302	CE15635	Wiring Harness, Rect. BD
303	CE15636	Wiring Harness, Speaker
304	CE15620	Wiring Harness, SSR BD
305	CE15628	Wiring Harness, PSU Mains int.
306	CE15626	Wiring Harness, Trans int. A
307	CE15627	Wiring Harness, Trans int. B
308	CE15625	Wiring Harness, Switch Mode int.
309	CE15624	Wiring Harness, Low Voltage int.

18. WIRE COLOR CODE TABLE

THE WIRE COLOR CODE is as follows :

A	PINK
B	SKY BLUE
C	BROWN
D	PURPLE
E	LIGHT GREEN

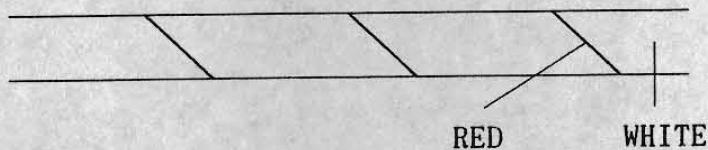
Wires other than those of any of the above 5 single colors will be displayed by 2 alphanumeric characters.

1	RED
2	BLUE
3	YELLOW
4	GREEN
5	WHITE
7	ORANGE
8	BLACK
9	GRAY

If the right-hand side numeral of the code is 0, then the wire will be of a single color shown by the left-hand side numeral (see the above).

Note 1 : If the right-hand side alphanumeric is not 0, that particular wire has a spiral color code. The left-hand side character shows the base color and the right-hand side one, the spiral color.

<Example > 51 WHITE / RED



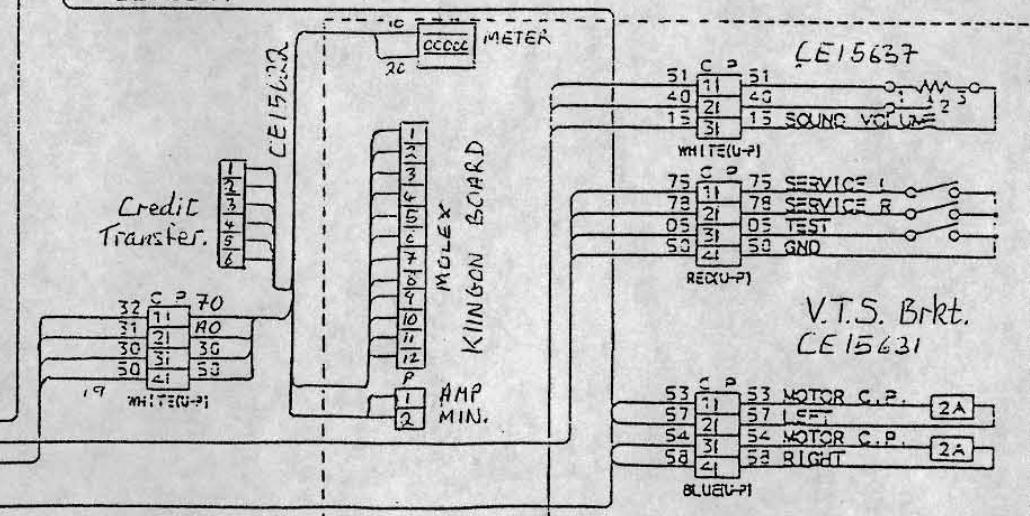
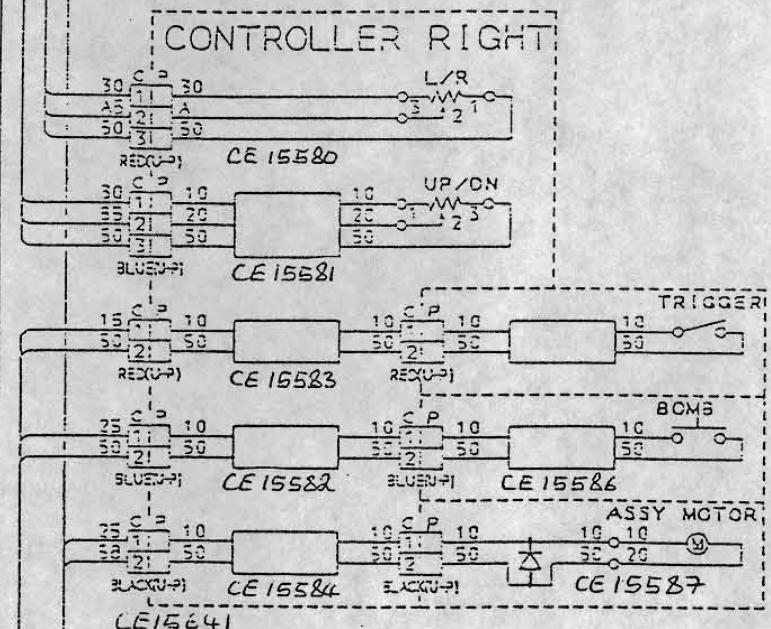
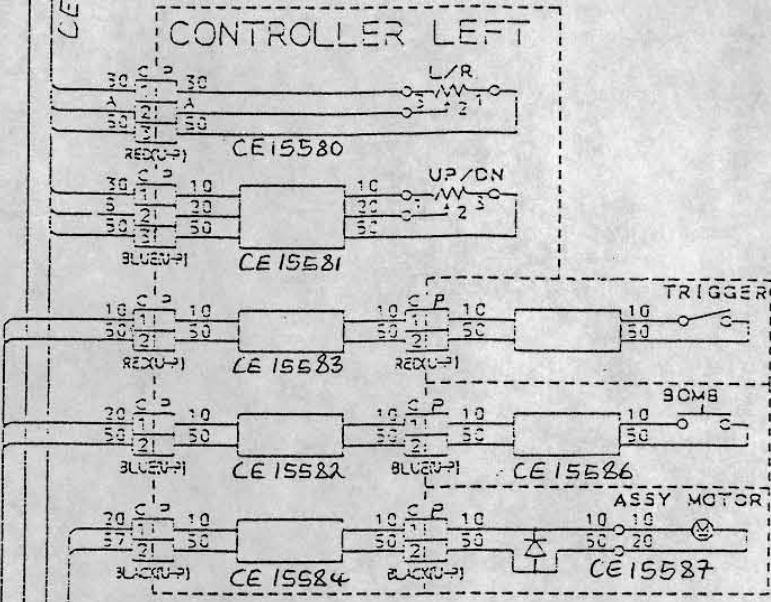
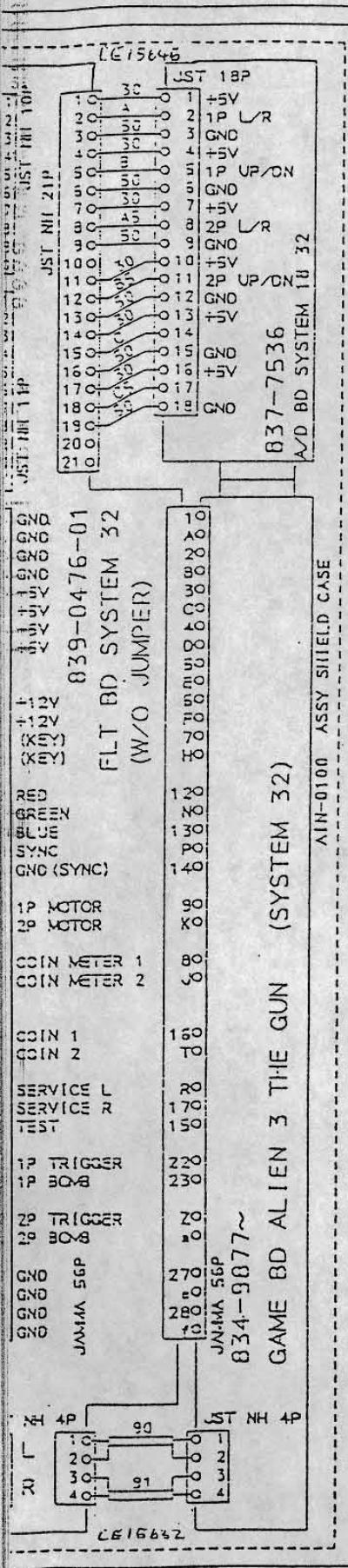
Note 1 : The character following the wire color code indicates the size of the wire.

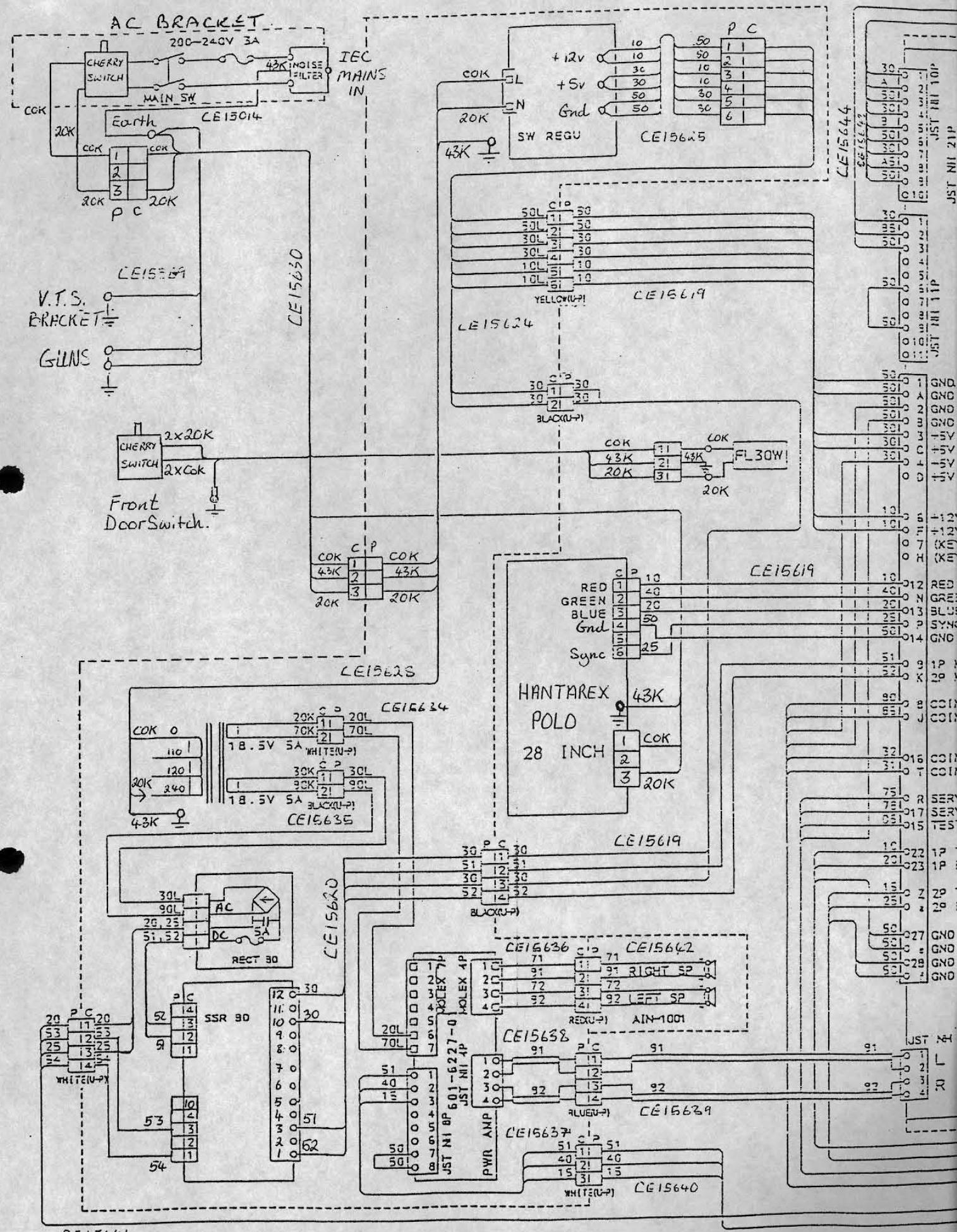
K : AWG 18, UL 1015

L : AWG 20, UL 1007

None: AWG 22, UL 1007

Wire colours may differ on UK machines





CE15641