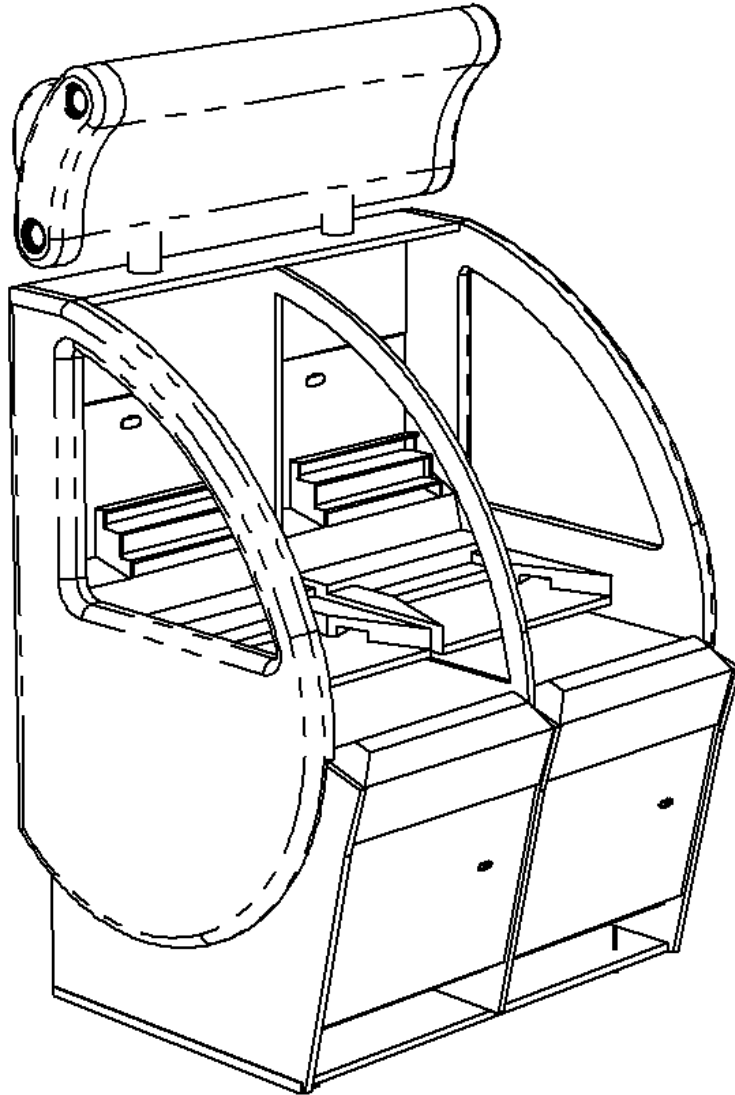


SPINNA WINNA

- MACHINE REF 920797.
- 2 PLAYER TICKET PAYOUT WITH COIN SHELVES.
- SLIDING SKILL COIN ENTRY.



**OPERATORS
MANUAL**

CROMPTONS

LEISURE INTERNATIONAL LTD

4 Wilton Road, Haine Business Park,
Ramsgate, Kent CT12 5HG, United Kingdom
Tel: +44 (0)1843 593335 Fax: +44 (0)1843 588043
www.cromptons.com
E-mail: info@cromptons.com

TABLE OF CONTENTS

	Page
1. Introduction.....	3
1.1. About warnings, Cautions and Notes.....	3
1.2. Safety Precautions.....	3
1.3. Standard Abbreviations.....	4
1.4. How to Contact Cromptons Leisure International Ltd.....	4
2. Product Overview.....	5
2.1. Main Features.....	5
2.2. Description.....	5
3. A Step by Step Guide to Setting up your Spinna Winna.....	6
4. Troubleshooting.....	11
5. Maintenance Tasks.....	14
5.1. Recommended Daily Routine Maintenance.....	14
5.2. Tilt Mechanism Adjustment.....	14
5.3. Removing the Top Sign.....	17
5.4. Replacing a Playfield Florescent Lamp.....	18
5.5. Replacing a Top Sign Florescent Lamp.....	19
5.6. Replacing a Playfield Halogen Lamp.....	20
5.7. Replacing a Halogen Fuse or Mains Supply Fuse.....	21
5.8. Replacing a Playfield Drive Motor.....	22
5.9. Accessing a sliding coin flipper unit.....	23
5.10. Refilling tickets.....	24
5.11. Adjusting the coin flip distance.....	25
5.12. Changing the Coin of Play.....	27
6. System Settings, Warnings and Messages.....	28
7. Parts List.....	29
8. Schematic Wiring Diagram.....	45

© 2003 Cromptons Leisure International Ltd
All Rights Reserved

No part of this publication may be reproduced in any form without the written permission
of Cromptons Leisure Machines Ltd.

Every effort has been made to ensure that the information contained in this manual is
accurate. Cromptons Leisure International Ltd reserves the right to make alterations
without prior notice.

1. INTRODUCTION

This manual is intended to act as a guide to the successful operation of the machine. The list of contents shows the layout of the manual. Should repair be necessary, an illustrated parts list names all parts that are normally considered replaceable. The following conventions are used throughout the manual and it is essential that they are followed for safety reasons.

1.1 About Warnings, Cautions and notes.

**WARNING:**

- Refers to essential safety precautions which must be taken to avoid a potential hazard to health.

**CAUTION:**

- Refers to precautions which must be taken to avoid damage to equipment.

1.2 Safety Precautions

**WARNING:**

- Maintenance and repair operations should only be carried out by suitably skilled and instructed persons.
- Switch off and disconnect the electrical power supply before opening doors/panels or working on the machine, to avoid electrical shock or mechanical injury.
- To prevent electrical shock, a secure, earthed electrical plug must be installed.
- Use only the specified electrical fuses, as shown in the parts list. Replacement fuses must match those to be replaced in both fuse type and rating. Where applicable, the fuse cover must be in place before the machine is switched on.
- To maintain the safety of the machine use only Cromptons or Cromptons-approved parts. The use of other parts or non-approved modifications to the machine could be hazardous.

**CAUTION:**

- Many electrical plugs are keyed to fit only one way. Note orientation before removal.
- When touching any PCB's or their component parts, take full anti-static precautions.
- Wait for at least one minute after switching the machine off before switching back on to enable the capacitors to fully discharge. Failure to do so may result in the stoppage of the flipper motor.

1.3 Standard abbreviations.

In addition to normal SI units, the following abbreviations are used as standard:

Assy.....	Assembly	LH.....	Left Hand
Coin.....	Coin or Token (metal or Plastic)	PCB.....	Printed Circuit Board
EMC.....	Electro Magnetic Compatibility	PSU.....	Power Supply Unit
LED.....	Light Emitting Diode	RH.....	Right Hand

1.4 How to contact Cromptons Leisure International Ltd.**By Telephone:**

- 0044 (0)1843 593335 – For Spares and Service.
- 0044 (0)1843 593335 – For Sales.

By Fax:

- 0044 (0)1843 588043 – For Spares and Service.
- 0044 (0)1843 588043 – For Sales.

By Email:

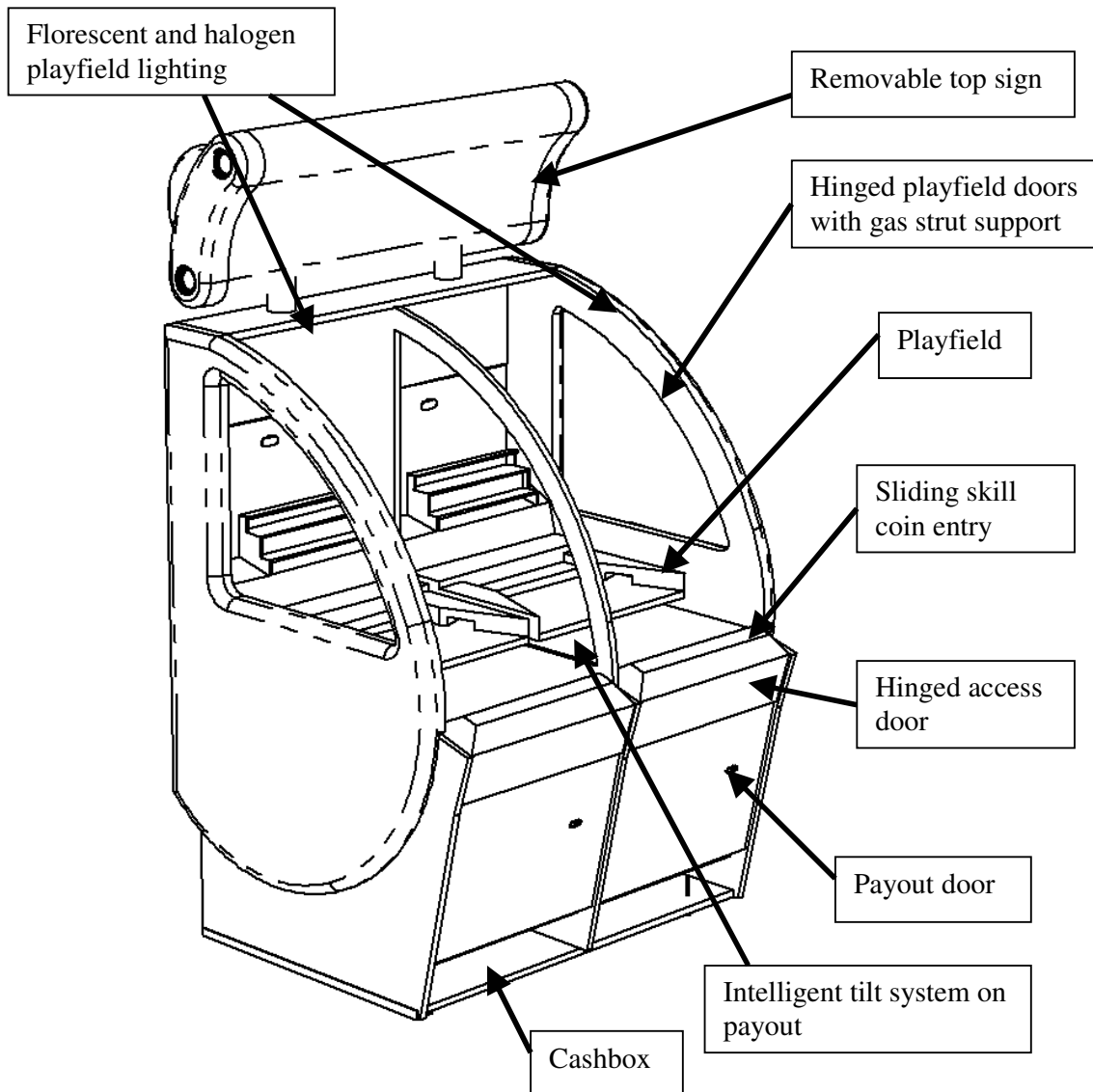
- spares@cromptons.com – For Spares
- service@cromptons.com – For Service
- sales@cromptons.com – For Sales.

See us on the Web at:

- www.cromptons.com

2. PRODUCT OVERVIEW

2.1 Main Features



2.2 Description

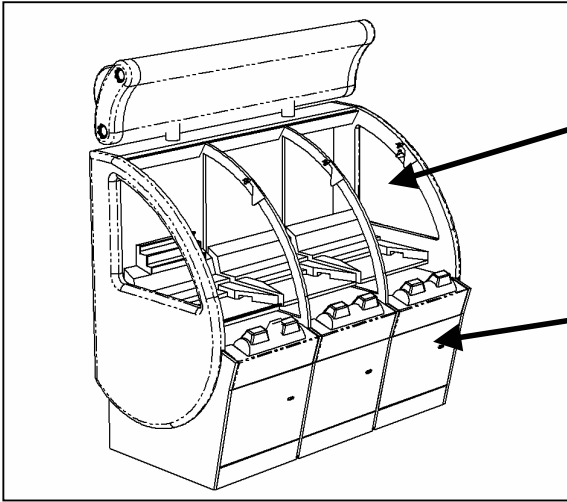
A new generation of paddle pusher machines incorporating both paddles and pusher boxes in one integrated play section.

Players flip up to two coins at a time towards the rear of the cabinet and the three, coin stacked shelves. These shelves give the player the opportunity to knock off further coins and give a boost to their winnings.

Available with or without coin validators to the CDS system (version 4 and 5 respectively). Each CDS system is fitted with 'Flippa Winna' motors and their 'motor saver kit, both featuring 'rapid fire' abilities. Alternatively a sliding skill coin entry can be fitted.

3. A STEP BY STEP GUIDE TO SETTING UP YOUR SPINNA WINNA

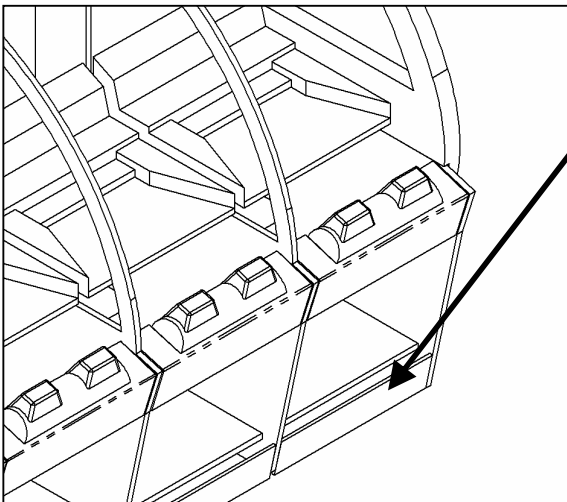
UNPACKING



1 Locate the access door keys attached to the outside of the machine as shown. The keys marked "11" open the glass playfield, the coin entry and the payout doors. The keys marked "12" open the cashbox doors.

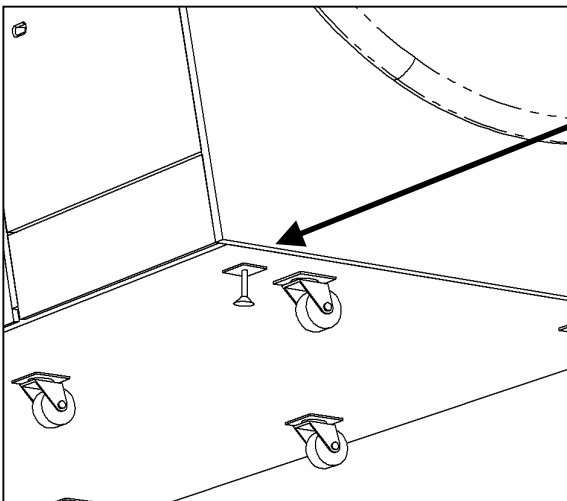
2 Remove the protective cover from the payout hoppers on all sections if fitted.

INSTALLATION



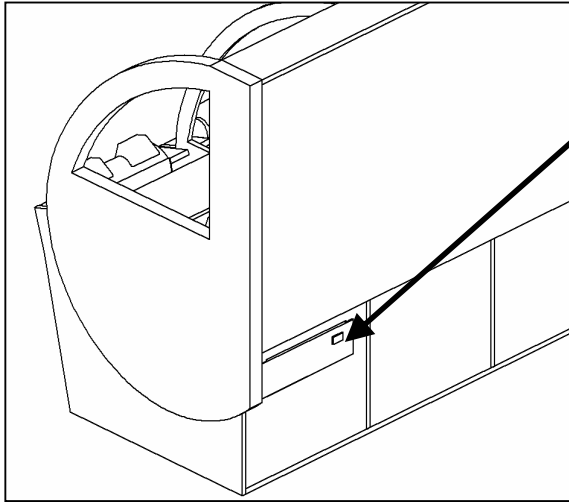
3 The mains power cord and playfield halogen lamps can be found in the R.H.S. section (section 1) cashbox.

4 Site the machine on a level surface away from extremes of temperature or high humidity.



5 Adjust the two stabilizing feet by turning the shaft using a spanner until the foot rests on the floor taking the weight from the front castors.

ELECTRICAL CONNECTION



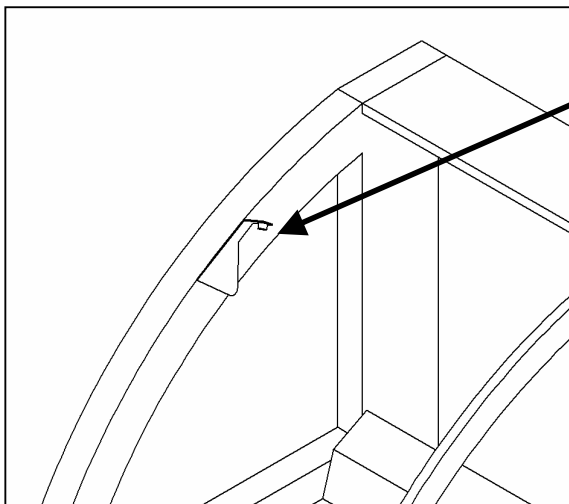
6 Ensuring that the mains electrical supply is earthed and complies with the specification on the supply voltage label, Connect the machine to a supply voltage



WARNING

Take care when handling supply voltage parts as miss-handling could lead to electrical shock.

INSTALLING THE HALOGEN LAMPS



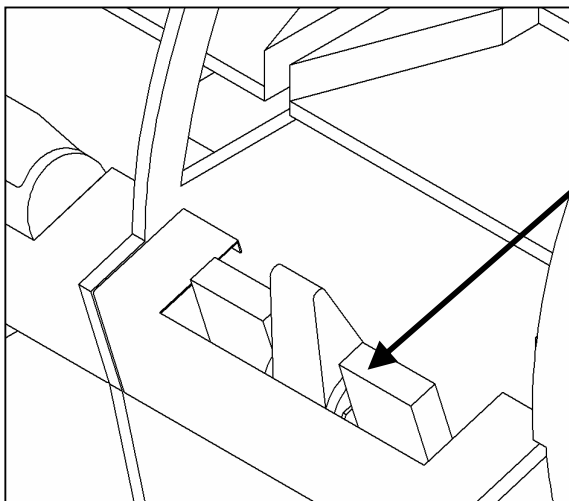
7 Fit halogen lamps x2 per section. Push-fit the bulbs into the socket on each window support bracket as shown



WARNING

Halogen lamps are supplied unfitted for safety reasons and can be found in the RHS section cashbox. Use only the specified type IE. 24v-20w

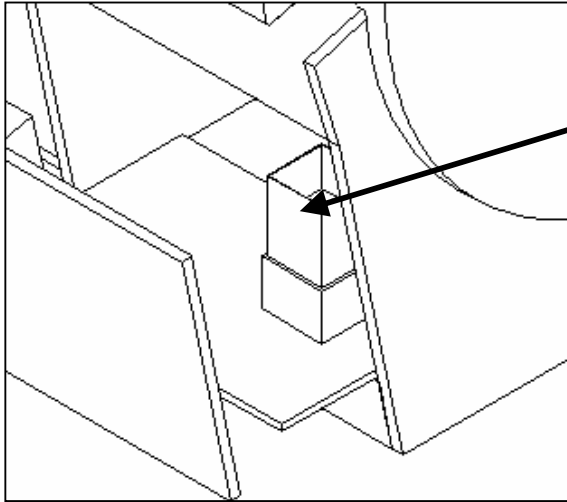
PRIMING THE VALIDATORS (IF FITTED)



8 If your machine is NOT fitted with a validated coin entry (CDS Mk4) go to step 9 otherwise on each section, open the hinged CDS doors and remove the CDS cover to gain access to the validators (refer to section 5.9 on page 23) and prime each validator with a coin of play.

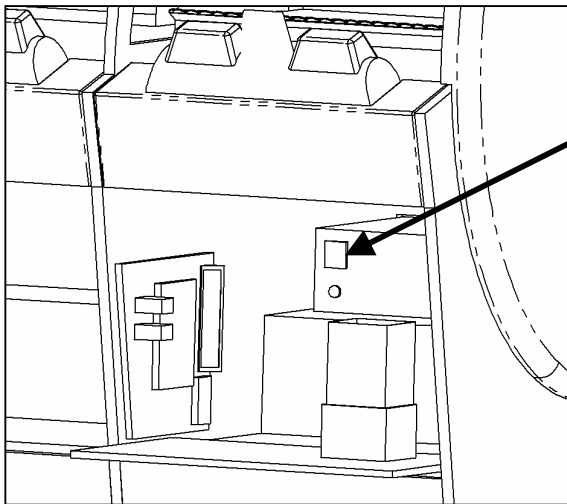
For more details on the CDS unit see the separate manual supplied.

FILLING THE CHANGERS (IF FITTED)



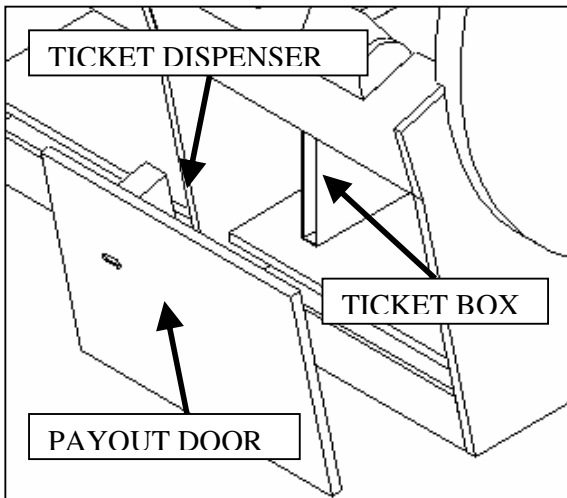
9 If your machine is NOT fitted with changers go to step 10 otherwise on each section, open the payout door and fill the payout hopper with approx. 500 coins. The red “change available” light on the changer panel should light up when the machine is on.

SWITCHING ON



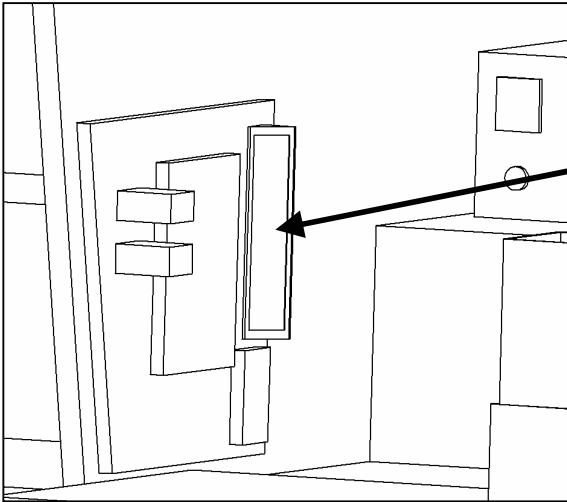
10 Locate the main on/off switch mounted on the power supply box behind the payout door of the R.H.S. section (section 1) and turn the machine on. The top sign and playfield lamps should light, the paddles and pusher boxes should move.

FILLING TICKET PAYOUT (IF FITTED)



11 If your machine is NOT fitted with a ticket dispenser go to step 12 otherwise on each section, open the payout door, fill the ticket box and prime the ticket dispenser (refer to section 5.10 on page 24).

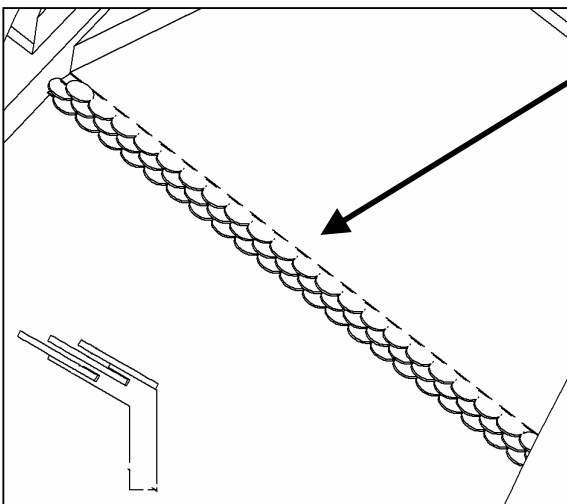
IS EVERYTHING OK?



12 An information display is located on the electronics panel fitted on the LH bulkhead of section 1 behind the payout door. Check this display to ensure that the machine is operating correctly. The display should read “CROMPTONS SPINNA WINNA OK”.

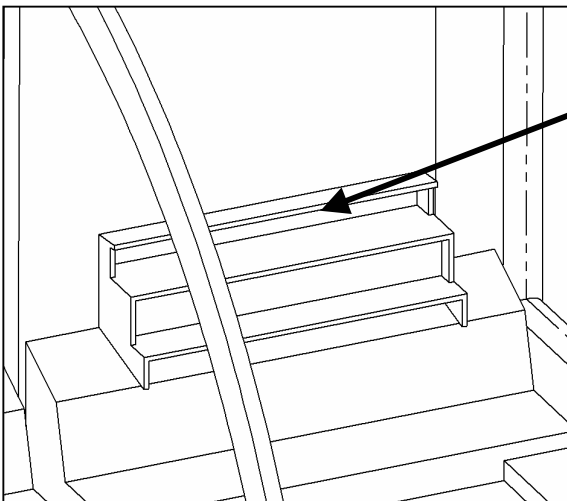
If the machine is not operating correctly refer to the “TROUBLESHOOTING” section on page 11.

PRIMING THE FRONT RISER



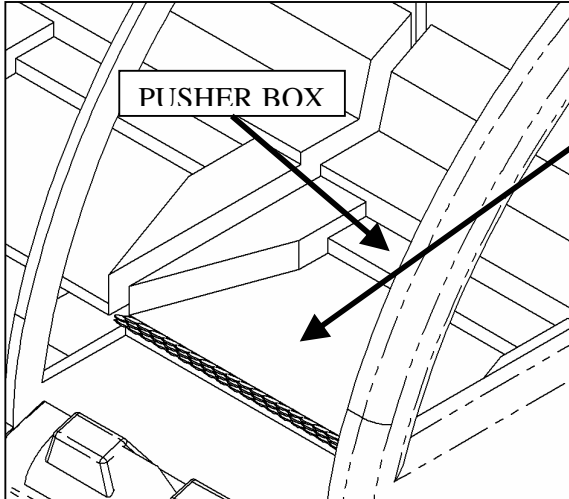
13 Prime the triple riser on the front edge of each playfield by sliding coins into each of the recesses filling the full length. Note. Not fitted to all machines.

PRIMING THE REAR SHELVES (IF FITTED)



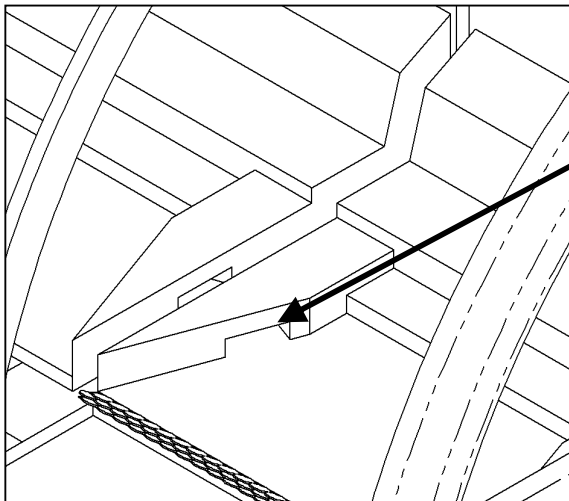
14 If your machine is NOT fitted with shelves at the rear of the playfield go to step 14 otherwise on each section, open the glass door and use approx 500 coins to prime the shelves taking care to spread the coins on each of the three tiers.

FLOATING THE PLAYFIELD



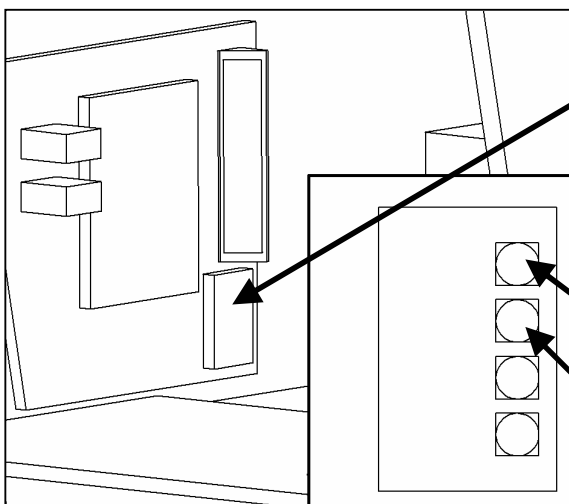
15 With the glass doors open and the machine turned on; spread approx 600 coins evenly over each playfield area and pusher box. To settle the machine ready for play it is recommended you feed approximately 1000 coins through the coin entries on each section.

USING MERCHANDISE



16 This machine is designed to be used with merchandise on the playfield but we would strongly recommend that any merchandise placed on the playfield is kept clear of the lose holes on either side. Obstructions in this area could affect the earning potential of the machine. Note. Merchandise should not be used on ticket payout machines

ADJUSTING THE VOLUME



17 To adjust the sound volume, locate the switchboard mounted on the electronics panel on the LHS of section 1 behind the payout door. Pressing the switches repeatedly adjusts the volume in increments

SWITCH 1 TURNS THE SOUND DOWN

SWITCH 2 TURNS THE SOUND UP

YOUR MACHINE IS NOW SET UP READY FOR USE

4. TROUBLESHOOTING

Do this first.....

Many of the faults that may occur are as easy to fix as 1....2....3....

1. Check the information display in the master section of the machine for a fault condition. (See section 6 page 27).
2. Check that the electrical connections are secure to any device that you suspect is causing problems.
3. To isolate faulty parts, try swapping them with an identical part from another section or machine.

PROBLEM	POSSIBLE CAUSE	SUGGESTED REMEDY
When the main switch is turned on nothing happens.	The power is not on.	Check that the power cord is firmly inserted into the mains supply and to the machine.
	Incorrect power source voltage.	Make sure that the power supply voltage matches that stated on the voltage label.
	A current overload tripped the circuit protector.	Isolate the cause of the overload and reset the circuit protector.
	Blown main fuse	Check for overload condition and replace fuse. See section 5.7 page 21.
The following problems assume that the power to the machine is OK		
The coin entry does not accept coins and the red LED's are flashing.	The machine has been tilted.	Wait for 15 seconds for the machine to reset.
	The software has disabled this player section because of a fault.	Check the information display in the master section for an error description.
The pusher boxes and paddles are not moving	Drive motor failure.	Replace drive motor. See section 5.8 page 22.
	Drive mechanism failure.	Check the chain drive and linkages. See section 5.8 page 22.
A florescent light is not functioning.	Lamp failure.	Replace lamp. See section 5.4 page 18.
	Starter failure.	Replace starter. See section 5.4 page 18.

PROBLEM	POSSIBLE CAUSE	SUGGESTED REMEDY
One or more playfield halogen lamps are not working while others are.	Lamp failure.	Replace lamp. See section 5.6 page 20.
	Output fuse blown.	Replace output fuse. See section 5.7 page 21.
All halogen lamps are not working.	Distribution P.C.B. failure.	Replace distribution P.C.B.
	Transformer failure.	Replace transformer.
There is no sound.	The volume is set too low.	Increase the volume. See section 3 page 10.
	Speaker failure.	Replace speaker.
	Main control P.C.B.	Check the information display to ensure the software is running. If not try reset. See section 6 page 26.
I have a C.D.S. mk4 validated coin entry that does not accept coins.	The software is displaying a fault condition on the machine.	Check the information display in the master section for an error description.
	The validators have not been primed as described in the 'QUICK START GUIDE'	Prime the validators with a coin of play. See section 3 page 7.
	The validators are not adjusted to the correct sensitivity.	Re-adjust the validator sensitivity. See C.D.S. manual.
	Validator failure	Replace validator.
I have a C.D.S. mk5 un-validated coin entry or a sliding coin entry that does not accept coins.	The software is displaying a fault condition on the machine.	Check the information display in the master section for an error description.
	There is a coin jam in the chute.	Release jammed coins. See section 5 page 23.
My coin entry device does not flip coins properly after accepting a coin.	The software is displaying a fault condition on the machine.	Check the information display in the master section for an error description.
	The flipper wheel is not rotating when the coin is inserted.	Check for any foreign object or obstruction which may be jamming the wheel.
	Flipper motor failure.	Replace flipper motor. See C.D.S. manual.
	Motor control P.C.B. failure.	Replace P.C.B. See C.D.S. manual.
	Coin exit sensor failure	Replace sensor. See C.D.S. manual.
	Bad adjustment of C.D.S. wheel flipper.	Re-adjust C.D.S. wheel flipper.

PROBLEM	POSSIBLE CAUSE	SUGGESTED REMEDY
I have a C.D.S. mk5 validated coin entry which does not release coins when the handle is pulled back.	Badly adjusted micro switch.	Re adjust micro switch. See C.D.S. manual.
	Faulty solenoid.	Replace solenoid.
	Faulty micro switch	Replace micro switch.
Coins which fall into the winchute out of game time are not being diverted to the cashbox.	Intelligent tilt sensor not adjusted correctly.	Re-adjust the intelligent tilt sensor. See section 5.2 page 14.
	Faulty intelligent tilt pcb	Replace intelligent tilt pcb.
	Jammed diverter flap	Check for free movement of flap and clear any obstructions.
The changer mech. does not accept coins.	The level of coins in the payout hopper is too low. Look for no red light on changer panel.	Refill hopper with coins of play.
	Faulty changer mech.	Replace changer mech.
The changer mech. accepts coins but the machine does not give change.	Jammed payout hopper.	Check for any obstructions preventing the hopper disc rotating.
	Faulty hopper.	Replace hopper.
The machine does not payout tickets.	The software is displaying a fault on the machine.	Check the information display for a fault description and remedy fault. See section 6 page 26.
	The ticket box is empty.	Refill tickets. See section 5.10 page 24.
	The count hopper is jammed.	Check for any obstructions preventing the hopper disc from rotating.
	Faulty ticket dispenser.	Replace ticket dispenser.
	Faulty count hopper.	Replace count hopper.
	The ticket dispenser is jammed.	Clear ticket jam from the dispenser.
The alarm does not sound when the machine is rocked.	The bob tilt needs adjusting	Adjust the bob tilt. See section 5.2 page 14.
	Faulty speaker	Replace speaker.
The alarm does not sound when the payout doors are struck.	The slam tilt needs adjusting.	Adjust the slam tilt. See section 5.2 page 14.
	Faulty speaker	Replace speaker.
	Damaged slam tilt	Replace slam tilt.

5. MAINTENANCE TASKS

**WARNING:**

- Maintenance and repair work should only be carried out by suitably skilled and trained persons.
- To avoid electrical shock, switch off and disconnect electrical power supply before working on the machine.

CAUTION:

- When touching any P.C.B. or their component parts, take full anti-static precautions at all times, or electronic components may be damaged.
- Note the orientation of all P.C.B's and their components before removal to ensure correct reconnection.
- After installation, test any affected parts for correct function before use.

5.1 Recommended daily routine maintenance.

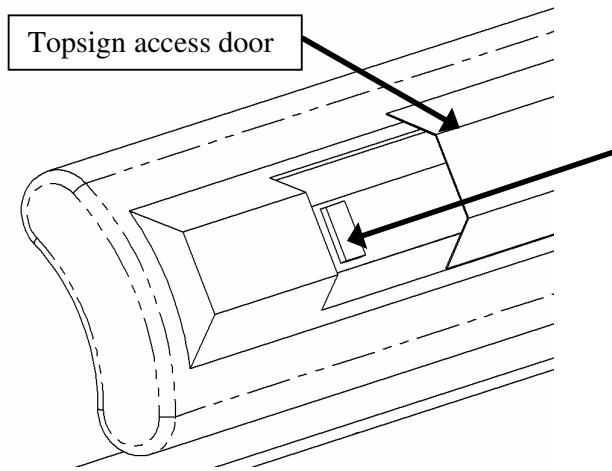
- Visually check that the machine is clean inside and out and that all the lamps are working.
- Check the operation of all coin entry points making sure there are no jammed coins and empty any coin reject trays if fitted.
- Check that all coin changers are operating correctly (if installed).
- Check that the playfield is correctly set-up with coins but do not attempt to change a playfield which has already been set up.
- If merchandise is being used on the playfield, make sure that none of the merchandise is in a position that may affect the operation of the lose holes as this will have a detrimental affect on the earning potential of the machine.

If any problems are found refer to the 'The troubleshooting guide'.

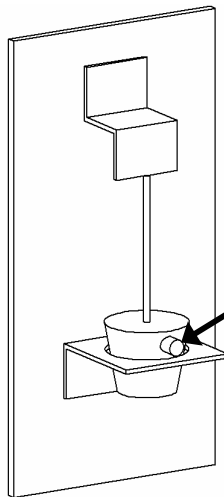
5.2 Tilt mechanism adjustment

This machine is protected by 3 different tilt mechanisms – the bob tilt, slam tilts and intelligent tilts. The settings of each can be adjusted to alter their sensitivity. Please note that these settings are critical to ensure secure game play, they must be set sensitively enough to protect the machine, but if they are set too sensitive the game play may be affected.

The bob tilt

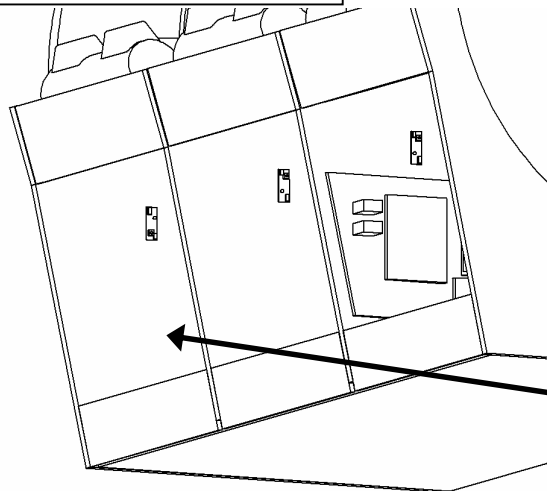


The bob tilt is housed in the top sign as shown and can be reached by removing the access panel on the rear of the top sign.



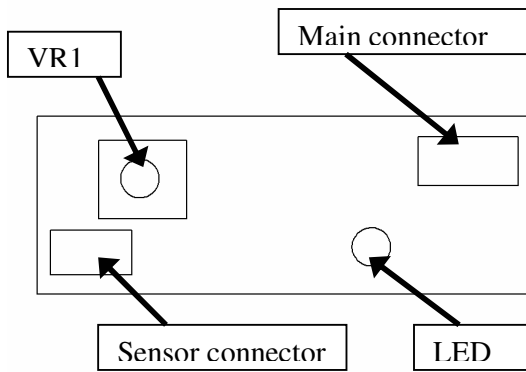
To adjust the bob tilt setting, loosen the locking screw on the side of the bob which will allow it to be slid up the shaft to decrease sensitivity or down the shaft to increase sensitivity. Ensure that the locking screw is tightened after any adjustment.

The intelligent tilt



Piezo-electric sensors are fitted either underneath the win chute or on special detector plates below the playfield riser.

The sensors are connected to small driver P.C.B's sited on the LH bulkhead of each section behind the payout door as shown.

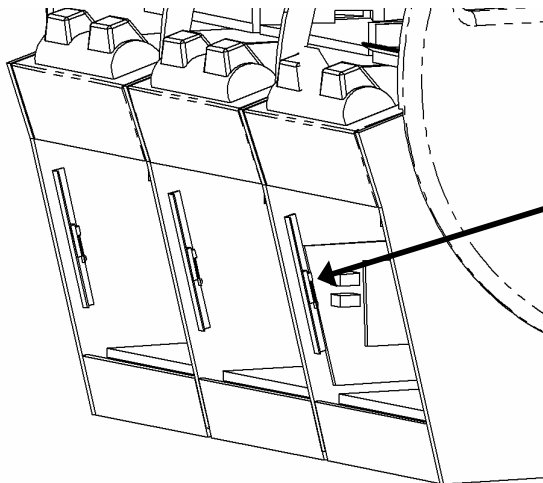


The sensitivity of the intelligent tilt mechanism can be adjusted by turning the potentiometer labelled 'VR1' on the P.C.B. Turning it anti-clockwise increases sensitivity and turning it clockwise decreases sensitivity.

Testing the operation of an intelligent tilt:

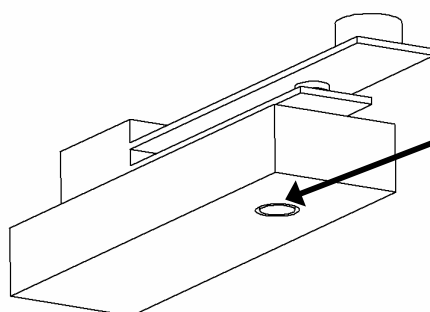
1. Open the glass doors to the play field.
2. Without inserting a coin into a coin entry, position a coin at the edge of the playfield riser as far away from the sensor as possible (to check at maximum sensitivity), gently push the coin over the edge so that it drops into the win chute or onto the detector plate if fitted.
3. As the coin hits the win chute or detector plate, visually check that the red L.E.D. on the P.C.B. illuminates indicating that a coin has been detected. NOTE: this will not cause the alarm to sound.
4. If your machine has a diverter unit fitted, check that the flap activates diverting the coin to the cashbox. If fitted with a count hopper then check that this runs.
5. If the L.E.D. does not illuminate, turn the potentiometer anti-clockwise slightly and repeat the test.

The slam tilt



Mechanical slam tilts are fitted behind each section payout door and on the end panels of the machine below the windows.

The slam tilts comprise of an adjustable switch with a weight mounted on a sprung arm. The switch operates if the machine is struck with enough force to move the weight and close the contacts.

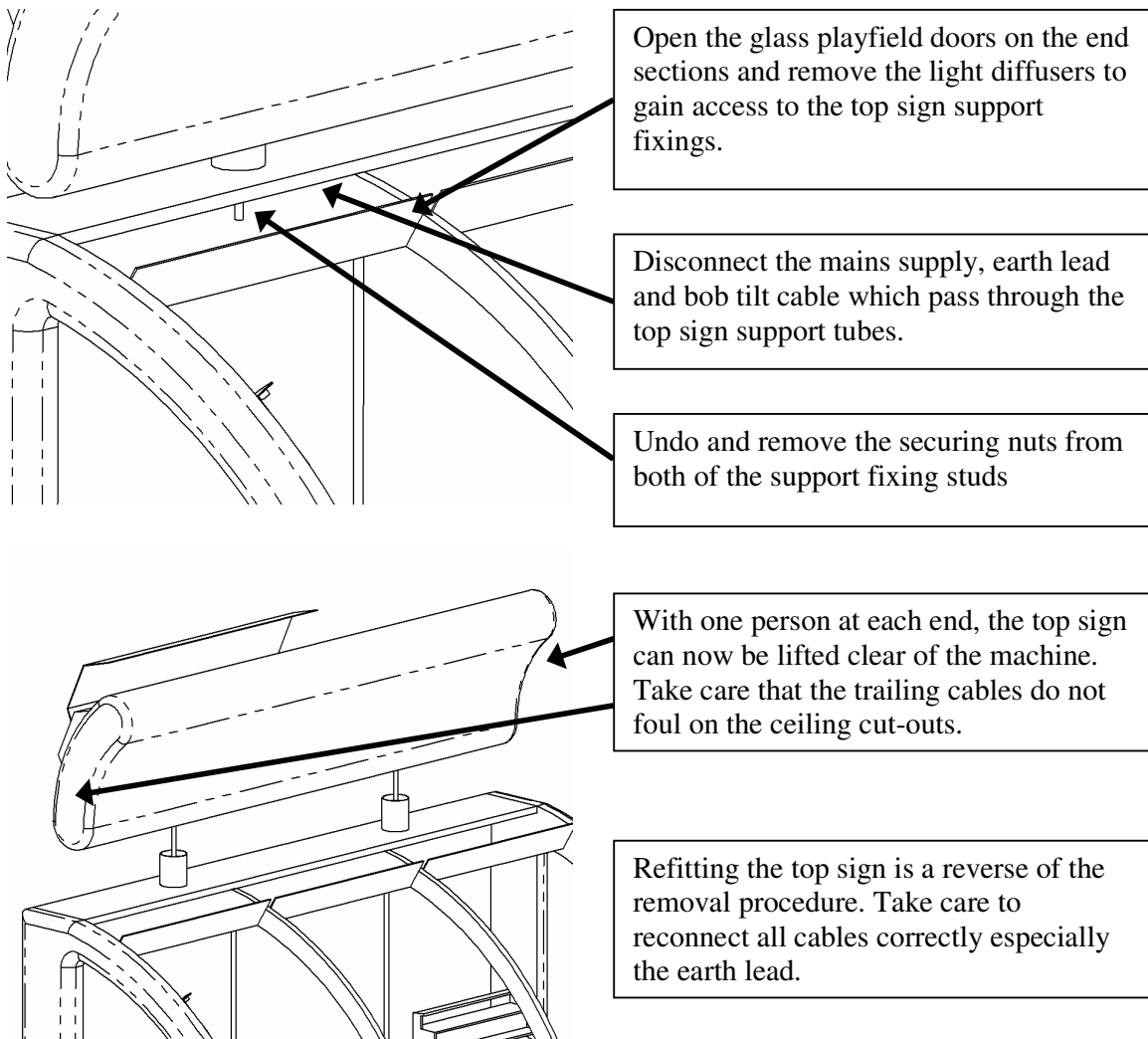


Tightening the adjusting screw reduces the gap between the contacts and makes the switch more sensitive.

5.3 Removing the top sign

You will need.....

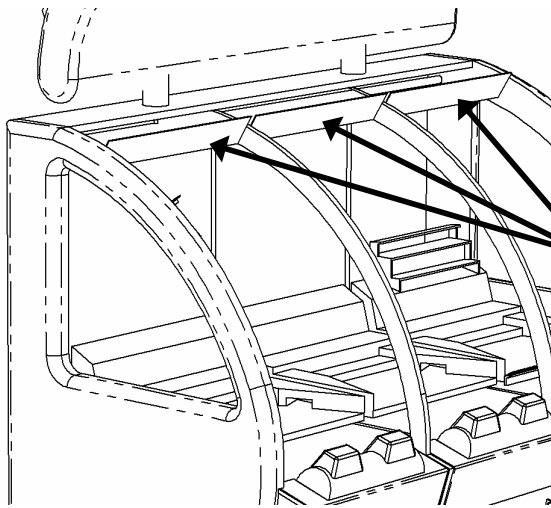
- A Philips screwdriver
- A 13mm open ended spanner



5.4 Replacing a playfield florescent lamp.

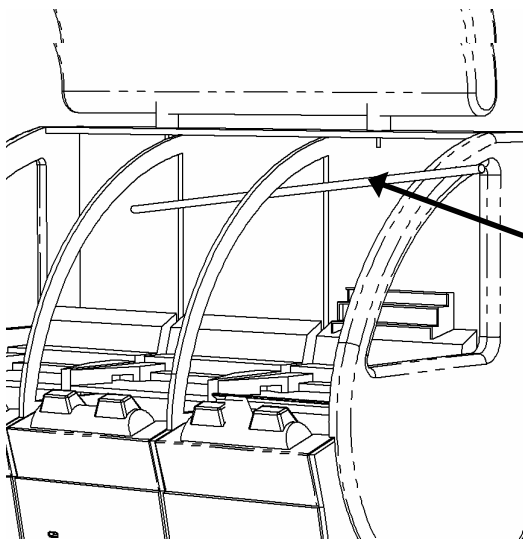
You will need.....

- Playfield access door keys
- A Philips screwdriver
- Florescent lamp part No. S100176



Disconnect the machine from the mains supply before starting this procedure.

Open the playfield glass doors and remove all three lamp diffusers.



Remove the lamp from the supporting clips and disconnect the connections to the lamp.

Feed the lamp out through either of the end section openings as shown.

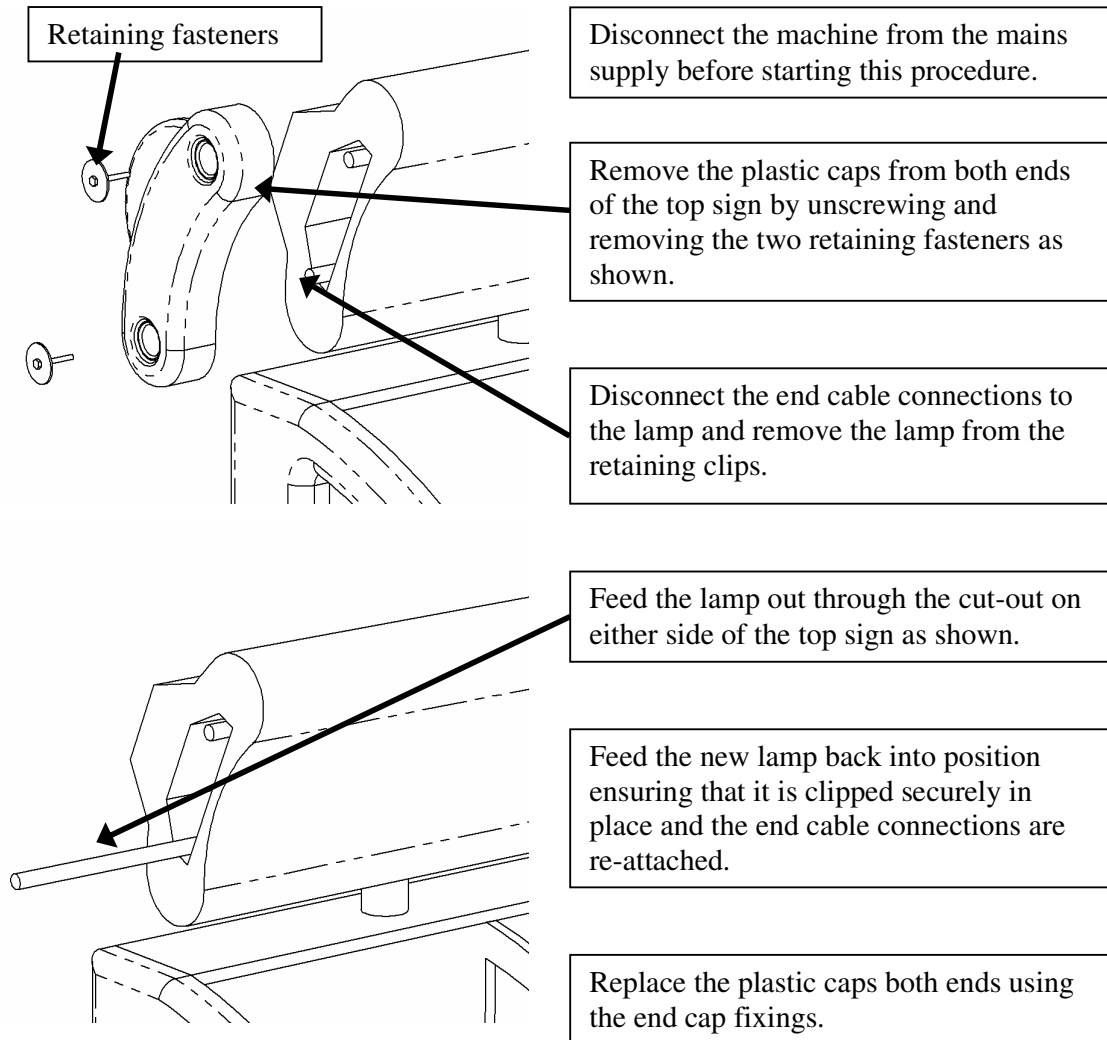
Feed the new lamp back into position, re-attaching the end cable connections and clipping the lamp back into place.

Replace the lamp diffusers.

5.5 Replacing a top sign florescent lamp

You will need.....

- A Philips screwdriver.
- Florescent lamp part No. S100176.

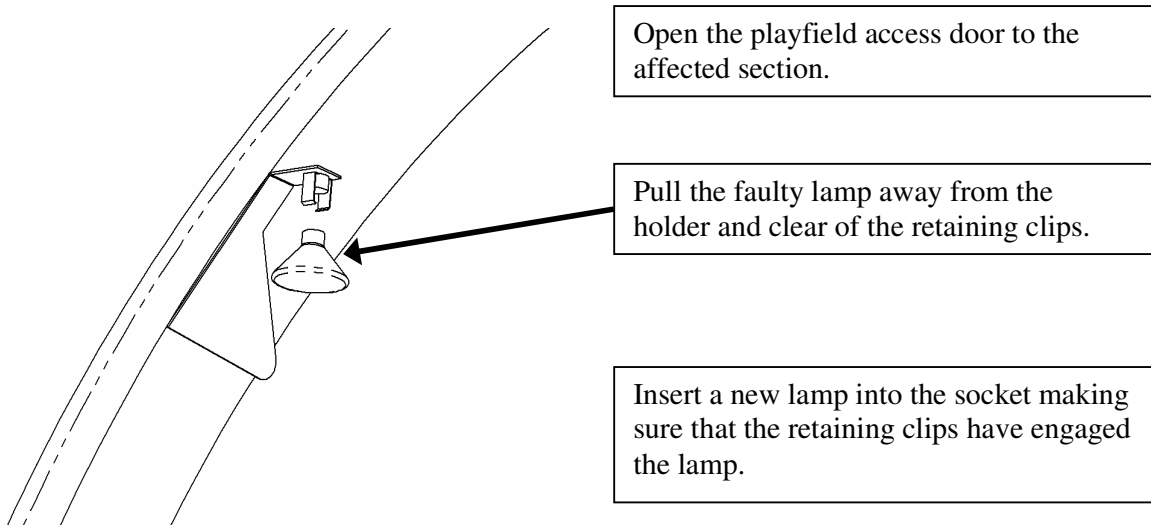


5.6 Replacing a playfield halogen lamp.

You will need.....

- Playfield access door keys.
- Halogen lamp part No. S100132.

Note: use only replacement parts of the correct rating specified by Cromptons. Using parts of the wrong type could cause damage.

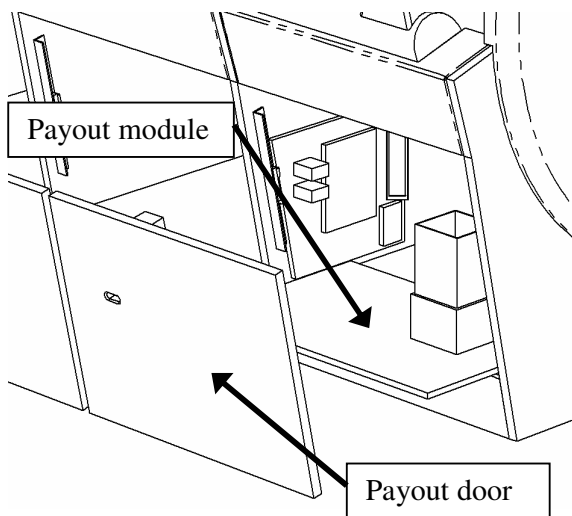


5.7 Replacing a halogen fuse or mains supply fuse.

You will need.....

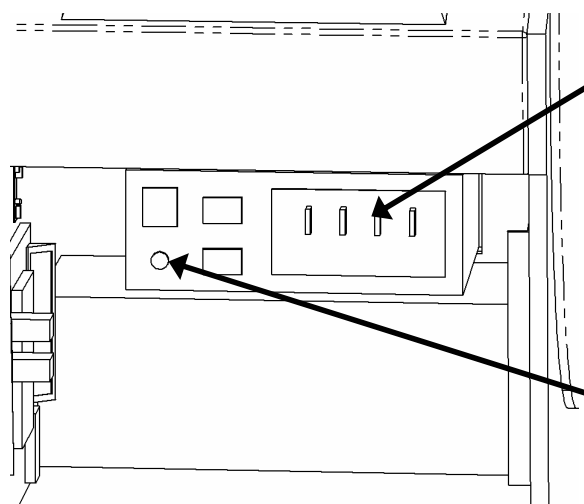
- Payout door access door keys.
- Halogen fuse part No. FU100XXX.
- Mains supply fuse part No. FU100049.

Note: use only replacement parts of the correct rating specified by Cromptons. Using parts of the wrong type could cause damage.



Disconnect the machine from the mains supply before starting this procedure.

Open the payout door to the RH section.
Disconnect and slide out the payout module to gain access to the fuses mounted on the power box at the back of the cabinet.



The fuses shown here are the halogen fuses which are mounted in sockets fitted onto a PCB.

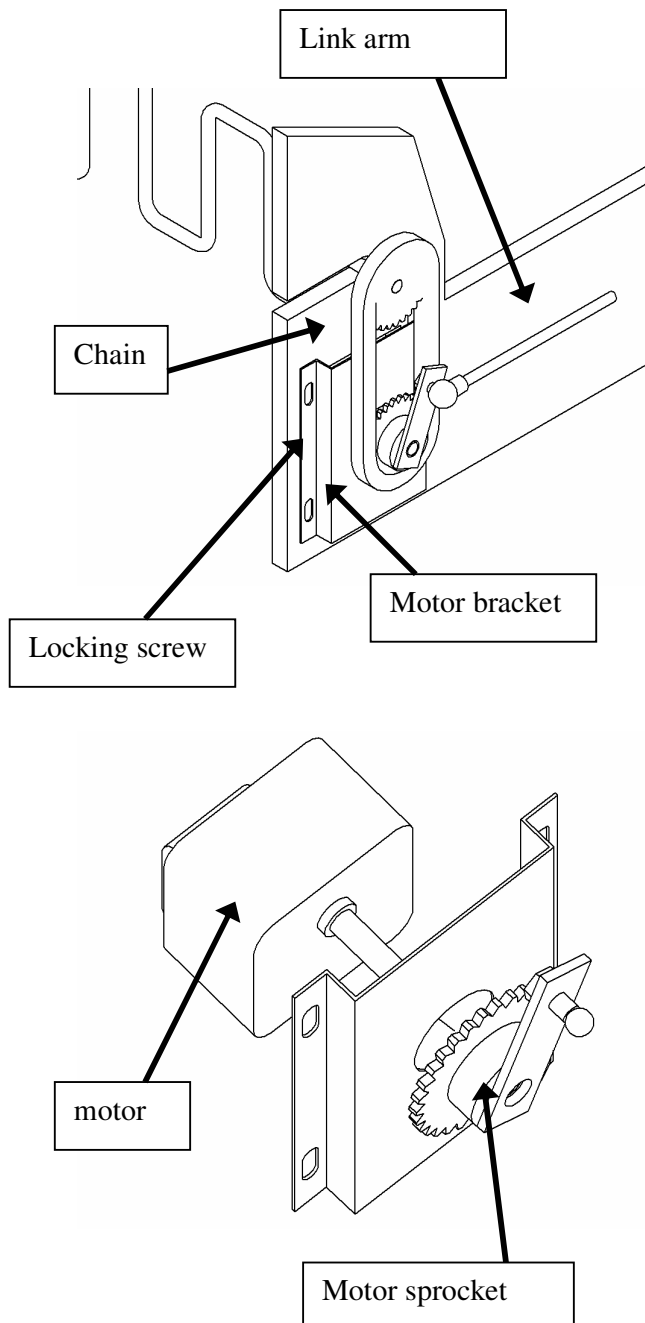
The fuse shown here is the mains entry fuse and is fitted inside a screw-in holder

5.8 Replacing a playfield drive motor.

You will need.....

- Rear access door keys.
- Philips screwdriver.
- 8mm nut runner or socket.
- Playfield drive motor part No. S010146 for 220v or part No. S010147 for 110v.

Note: use only replacement parts of the correct rating specified by Cromptons. Using parts of the wrong type could cause damage.



Disconnect the machine from the mains supply before starting this procedure.

Open the rear panel and disconnect the link arm from the motor sprocket by removing the circlip.

Disconnect the motor electrical connections, remove the bracket locking screw and remove the four bracket mounting screws.

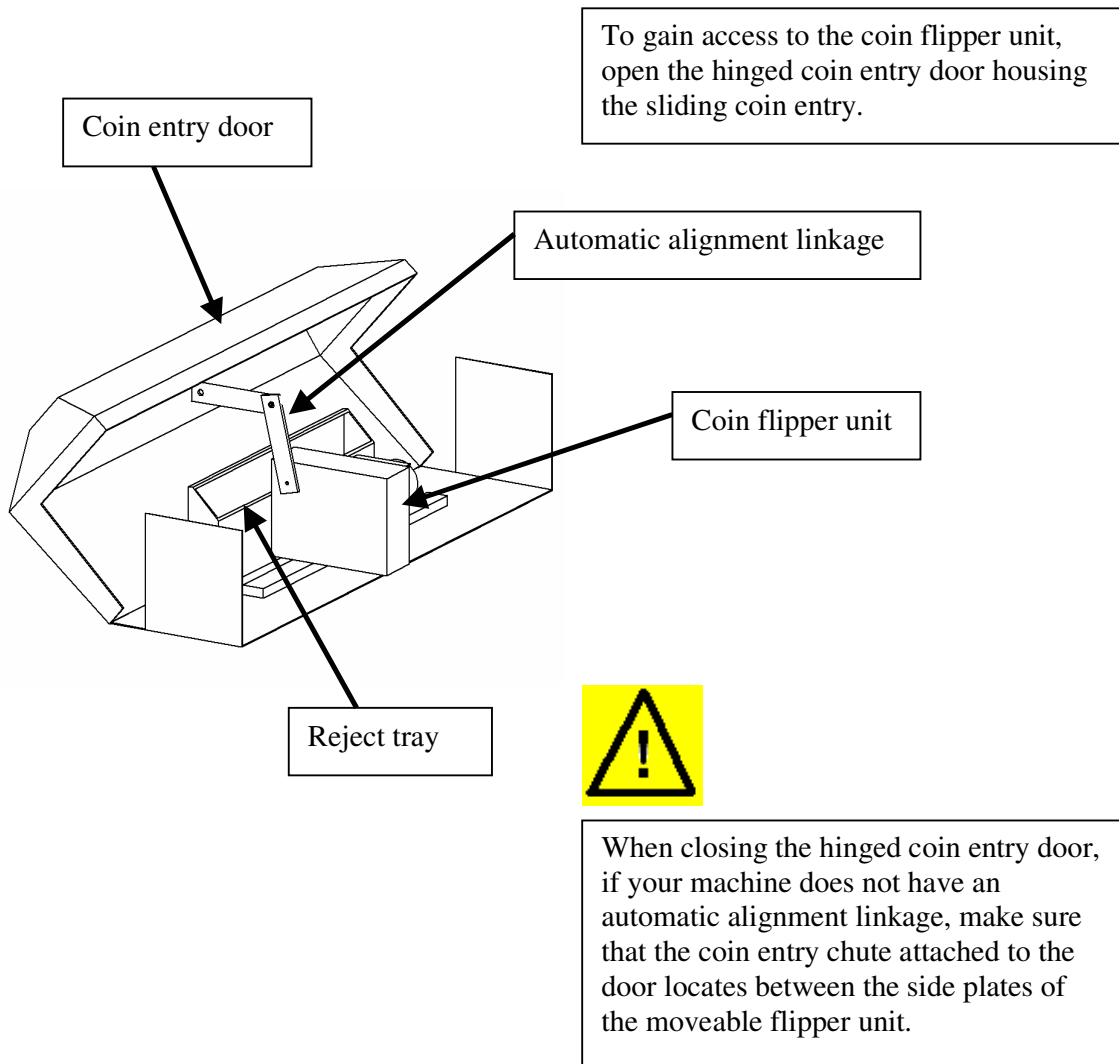
Release the chain and pull the motor assembly clear.

Remove the sprocket from the motor shaft by releasing the grub screw and remove the motor from the bracket.

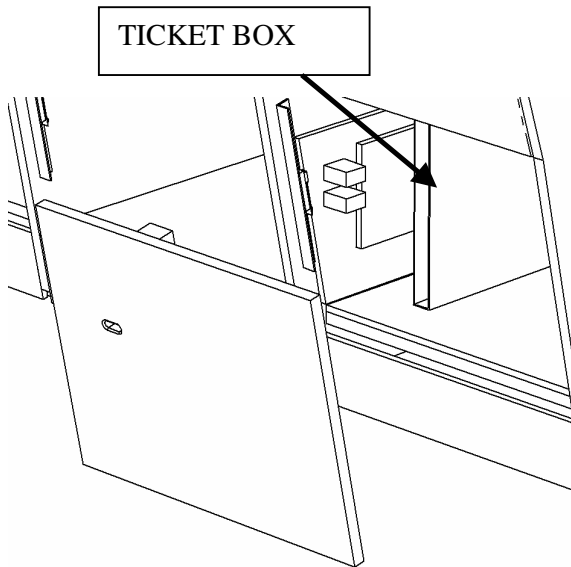
Before a new motor is installed, visually check that the electrical connections are oriented the same way as the old motor. If they are not, the orientation can be changed by removing the four setscrews from the motor, turning the casing 180 degrees and re-installing. If this is not corrected the electrical wires could foul the crankshaft.

Re-assemble the new motor, bracket and sprocket and refit to the machine using the reverse of the removal procedure.

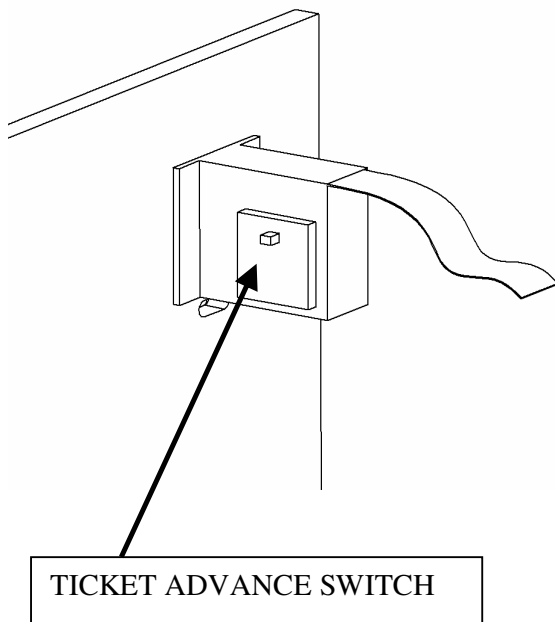
5.10 Accessing the sliding coin entry



5.11 Refilling the tickets



Open the payout door and insert the new ticket stack into the ticket box.

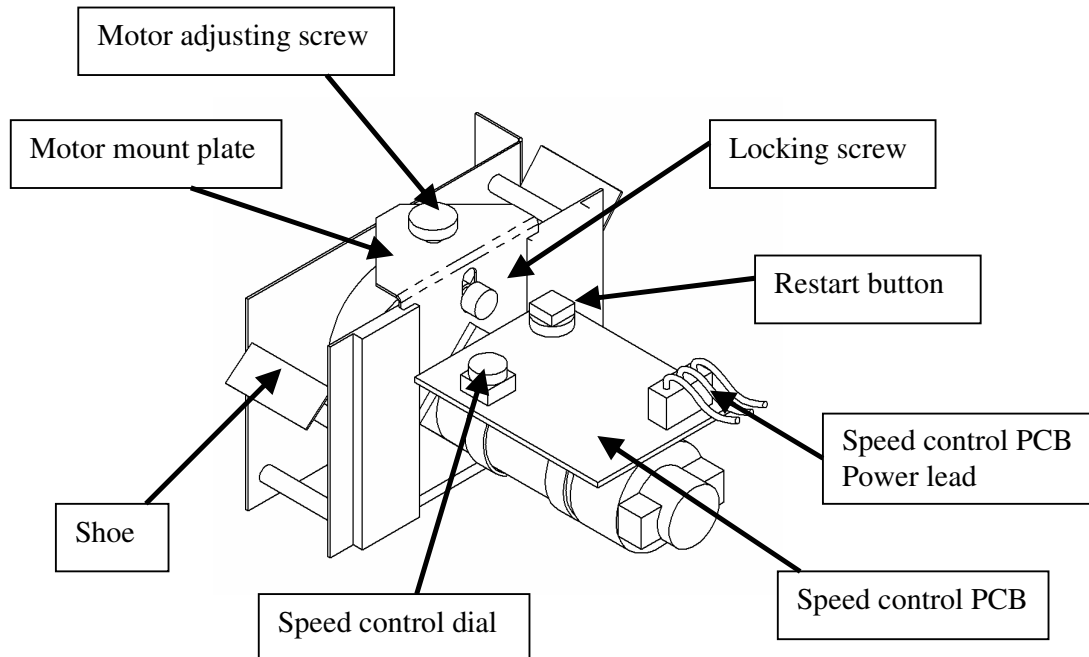


Feed the end of the tickets into the slot at the top of the dispenser and press the button on the side of the unit to manually advance the tickets. As soon as the tickets have been detected the section will auto-reset after approximately 10 seconds. Any tickets owing will be paid at this time.

Reset the machine and close the payout door making sure the door is locked and secure.

5.12 Coin Flip Adjustment

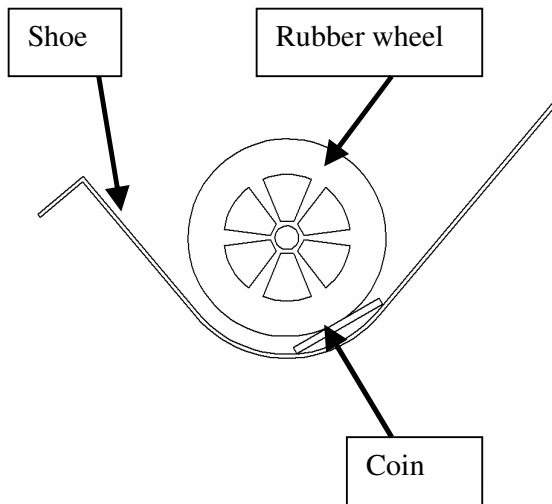
To adjust the coin flipper unit, rotate the speed control dial until the coin is flipped the correct distance. The speed control dial is numbered 0-9, 0 being the slowest. If the coin cannot be flipped a sufficient distance, adjust the motor mount plate as follows.



WARNING!!!

To avoid injury during the following procedure, take great care to keep all parts of the body clear of the motor and moving parts.

Gain access to the flipper unit as described in 5.11 accessing the CDS flipper unit. With the machine switched on, turn the speed control dial to position 0 and loosen the locking screw on the side of the motor plate. Disconnect the power lead from the speed control pcb and raise the motor slightly by turning the motor adjustment screw in an anti-clockwise direction.



Drop a coin down the inner shoe surface of the flipper unit and, using the motor adjustment screw, lower the rubber wheel onto the coin, slightly compressing the wheel.

Reconnect the power lead to the speed control PCB and feed coins through the flipper unit, raising or lowering the motor mount plate with the motor adjustment screw until the coins hit the aiming point. If the coins are not flipping far enough, adjust the speed control dial to compensate.

**NOTE**

If the rubber wheel is adjusted too close to the shoe, the flipper unit may become jammed. This will cause the motor to cut out. In this event turn the motor adjusting screw to raise the motor slightly and press the restart button.

When the coin flip is correct, tighten the locking screw to secure the motor plate in position.

Check the coin flip again after it has been running for at least an hour giving the unit time to settle in. It may be necessary at this point to re-adjust the flip distance using the speed control dial.

**NOTE**

Although it is possible to replace the rubber wheel on site, in practise it is extremely difficult to install the new wheel exactly square to the motor shaft. Therefore it is recommended that the complete coin flipper unit is shipped to our Customer Services Dept. for this work to be done.

3.9 Changing the coin of play.

Please contact our customer services department for details of a kit of parts that can be supplied to properly and safely change the coin of play.

SEE SECTION 1.4 ON PAGE 4 FOR DETAILS ON HOW TO CONTACT CROMPTONS.

6. SYSTEM SETTINGS, WARNINGS AND MESSAGES

A sheet containing all the system settings is attached inside the machine adjacent to the control PCB. This sheet gives the various settings for dipswitches with regard to payouts etc.



CAUTION

Make sure that the reference No. on the program chip matches the reference No. on the software setting sheet as all software updates are despatched with a corresponding sheet.

7. PARTS LIST

9104158 – CABINET ASSY 2PLR

ITEM	DESCRIPTION	PART No.
1	CASTER SWIVEL	S060020
2	ADJUSTABLE FOOT	S060034
3	ADJUSTABLE FOOT PLATE	S190684
4	CABINET PROTECTION ANGLE	S0306102
5	CASH DOOR PLATE	S030115
6	180° LOCK & KEY	S080033
7	CAM - 4 – 50 CRANKED	S080014
8	PROTEX HANDLE	S080001

9104159 – FRONT CRADLE CARRIAGE ASSY

ITEM	DESCRIPTION	PART No.
1	MAIN FRAME FRONT	S1901789
2	CASH DOOR FRAME	S1901767
3	PAYTRAY DOOR STOP	S1901768
4	LOCK BRACKET	S0306356
5	ROLLON SLIDE	S060041
6	REJECT TRAY WELD ASSY	S0306358
7	RUBBER STOP	S080037
8	COMPRESSION SPRING	S110030
9	BUFFER PLUNGER	S190773
10	SLIDE ENTRY INTERFACE LOOM	S900606
11	FLIPPER SENSOR PLATE	S0302852

9104180 – PLAYSTATION ASSY TICKET

	DESCRIPTION	PART No.
1	CHAIN NO. 805 8mm PITCH	S020007
2	JOINT LINK TO SUIT 020007	S020008
3	ACCURIDE SLIDE FIXING BRACKET	S030021
4	PLAYSTATION MOTOR SPROCKET	S030732
5	PLAYSTATION PIVOT ROD	S030734
6	PLAYSTATION BRACKET LH	S030763
7	PLAYSTATION PADDLE SLIDE	S030860
8	ACCURIDE SLIDE	S060008
9	IGUS BEARING	S060044
10	PLAYSTATION COLLAR	S0302187
11	PUSHERBOX SCRAPER SPACER	S190658
12	CRANKSHAFT	S0302112
13	TOP PLAYFIELD PLATE	S0302481
14	PUSHERBOX COVER	S0302546
15	PLAYFIELD ST/ST PLATE	S0302548
16	PUSHER BOX RISER 105°	S0302923
17	ACCURIDE SLIDE SPACER	S0303432
18	PLAYFIELD RHS	S0306304
19	PLAYFIELD LHS	S0306305
20	PLAYFIELD SUPPORT BRACKET	S0306082
21	DRIVE POST	S0306112
22	DRIVE ROD	S0306113
23	PUSHERBOX SCRAPER LONG LOW	S0501430
24	PUSHERBOX SCRAPER SHORT HIGH	S0501431
25	TRIPPLE RISER	S1901115
26	M6 BALL JOINT	S060032
27	DRIVE ROD SHORT	S0306232
28	CIRCLIP	S150504

9104161 - GLASS DOOR FITTING ASSY 2PLR

	DESCRIPTION	PART No.
1	SLIDE WINDOW	S0503868
2	DOOR SECURITY STRIP	S0503875
3	GAS STRUT	S110052
4	FRONT RAIL	S0306099
5	HINGE COVER TRIM	S0306186
6	LOCKING RAMP	S0306262
7	RAIL SUPPORT BRACKET	S0306263

9104162 - PSU RACK ASSY 110v

	DESCRIPTION	PART No.
1	4 WAY TERMINAL BLOCK	S130830
2	TRANSFORMER 200 VA	S130579
3	MAINS OUT SOCKET	S130556
4	CARLING SWITCH	S130815
5	MAINS POWER FILTER	S130816
6	24v SWITCHING POWER SUPPLY	S130694
7	12v SWITCHING POWER SUPPLY	S130695
8	MAINS RACK ENTRY BASE	S0306056
9	MAINS RACK TOP	S0306059
10	MAINS RACK TOP ANGLE	S0306058
11	MAINS RACK PLATE 'G'	S0306258
12	MAINS RACK PLATE 'C'	S0306063
13	MAINS RACK PLATE 'F'	S0306100
14	DUAL DISTRIBUTION PCB	S130823
15	CAGE ASSY LOOMS	S9001078
16	FUSE HOLDER	S130831
17	FUSE 3.15A X 20mm	S100049
18	NTC SURGE ARRESTER	S130832
19	EARTH STUD	S0306285
20	LABEL MAINS WARNING 110v	S160116
21	MAINS SOCKET IN	S130555

9104163 – TOPSIGN ASSY 2PLR

	DESCRIPTION	PART No.
1	FLU TUBE – 4FT – T8	S100176
2	TOPSIGN BACK WELD ASSY	S0306296
3	TOPSIGN BACK SUPPORT	S0306095
4	TOPSIGN ARTWORK PANEL	S0503900
5	PANEL FIXING PANEL	S0503871
6	TOPSIGN END CAP	SO503872
7	TOPSIGN TOP COVER	S0503901
8	TOPSIGN BOTTOM COVER	S0503902
9	FLU TUBE BRACKET	S0306128
10	TOPSIGN STUD	S0306259

9104164 – TICKET PAYOUT BASEBOARD

ITEM	DESCRIPTION	PART No.
1	TICKET BOX LARGE	S0301784
2	DIVERter COLLECTION CHUTE WELD ASSY	S0306120

9104165 – PAYOUT DOOR ASSY TICKET

ITEM	DESCRIPTION	PART No.
1	CASH DOOR PLATE	S030115
2	180° LOCK AND KEY	S080013
3	CAM – 4 – 35 – STRAIGHT	S080013
4	ENTROPY TICKET DISPENSER	S070125
5	TICKET PAYOUT STICKER	S0502126

9104166 –WINCHUTE / HOPPER ASSY

ITEM	DESCRIPTION	PART No.
1	WINCHUTE WELD ASSY	S0306318
2	PCB 0100 INTELLIGENT TILT	S130259
3	PIEZO LOOM	S9001084
4	HOPPER SUPPORT BRACKET	S0306297
5	CUBE HOPPER STC:10-1700-4	S070113
6	BRUSH CHANNEL UPRIGHT	S0303107
7	BRUSH CHANNEL 45°	S0303108
8	BRUSH STRIP	S060040

9104168 – TOPSIGN LIGHTBOARD ASSY

ITEM	DESCRIPTION	PART No.
1	HEYCO SPACER	S030018
2	TILT BOB PCB	S130754
3	ELECTRIC BALLAST 36w 110/220v	S100177
4	TOPSIGN LIGHTBOARD BRACKET	S0306223
5	FLU TUBE LOOM TOP SIGN	S9002035

9104169 – PLAYFIELD COVER ASSY 2PLR

ITEM	DESCRIPTION	PART No.
1	CENTRE PLAYFIELD COVER	S0503850
2	LH PLAYFIELD COVER	S0503851
3	RH PLAYFIELD COVER	SO503852
4	CENTRE REAR TRIM	S0506266
5	END REAR TRIM	S0506267

9104170 – CEILING ASSY 2PLR

ITEM	DESCRIPTION	PART No.
1	FAN	S130696
2	SPEAKER 4"	S130825
3	4" MESH GRILL	S130826
4	LIGHT SHIELD – CENTRE	S0503892
5	LIGHT SHIELD – END	S0503867
6	LIGHT SHIELD BRACKET - LH	S0306127
7	FLU TUBE – 4FT – 36w – T8	S100176
8	FLU TUBE BRACKET	S0306128
9	FAN PLATE	S0306178
10	TOP SIGN TUBE	S190029
11	ELECTRIC BALLAST 36w 110/220v	S100177
12	LIGHT SHIELD BRACKET RH	S0306224
13	EARTH PLATE	S0303024

9104173 – MOTOR DRIVE ASSY 110v

ITEM	DESCRIPTION	PART No.
1	MOTOR CRUZET 806670 – 110v	S010147
2	PLAYSTATION MOTOR SPROCKET	S0305862
3	MOTOR CRANK ARM	S0306108
4	PLAYSTATION MOTOR PLATE	S030762
5	DRIVE SPACER	S0306412
6	MOTOR LOOM GRUZET	S9002061

9104176 – CASHBOX ASSY 2PLR

ITEM	DESCRIPTION	PART No.
1	CASHBOX SIDE	S0306435

9104178 – FLIPPER UNIT ASSY SKILL

ITEM	DESCRIPTION	PART No.
1	RH FLIPPER SIDE	S0306361
2	LH FLIPPER SIDE	S0306362
3	FLIPPER SPACER	S190380
4	MOTOR SUPPORT PLATE	S0306368
5	MOTOR PLATE GUIDE LONG	S0305992
6	FLIPPER UNIT ADJUSTMENT SPACER	S0301533
7	LECTRALITE WHEEL	S010108
8	COIN DETECTOR PCB	S130821
9	B0323 COIN DETECTOR PCB	S130780
10	MOTOR 24v CRZ:82800052	S010129
11	FLIPPER UNIT STOP BRACKET	S0303799
12	PIC 16C54-XT/P CHIP	S230001
13	MOTOR PLATE GUIDE SHORT	S0305993
14	COMPRESSION SPRING ENTEX 67	S110031
15	M5 SCREW KNOB	S050881

9104179 – SKILL ENTRY ASSY

ITEM	DESCRIPTION	PART No.
1	5mm x 20mm NEOPRENE RUBBER	S090092
2	SLIDE CHANNEL	S0306380
3	BEARING PLATE	S0501242
4	COIN ENTRY BLOCK	S190632
5	NYLON BUSH 13.5x12.6	S190787
6	M4 STUD 45mm LONG	S0302513
7	FLIPPER UNIT SLIDE BRACKET	S0303014
8	SLIDE BEARING STRIP	S090091
9	BBCD1 TENSATOR SPRING	S110048
10	COIN ENTRY SURROUND	S1901790
11	SLIDING ENTRY PLATE WELD ASSY	S0306350
12	COIN ENTRY ARTWORK	S0503916
13	CAM – 4 – 30 – STRAIGHT	S080012
14	180° LOCK AND KEY	S080033
15	COIN CHUTE	S1901793
16	AZYKOYEN COIN INSERT	S070110
17	FRONT DECAL	S0503959
18	SKILL ENTRY DECAL	S0503958
19	CLEAR STARPOINT BUTTON	S130 740
20	STOP BUTTON LOOM	S9002062
21	BRUSH CHANNEL UPRIGHT	S0303107
22	BRUSH CHANNEL 45°	S0303108
23	BRUSH STRIP	S060040

SCHEMATIC WIRING DIAGRAM SCM 114
SPINNA WINNA 2 PLAYER 110V TKT

