

TM

MOUSE ATTACK

OWNERS AND SERVICE MANUAL

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INTRODUCTION

GAME FEATURES

Thank you for purchasing the all new MOUSE ATTACK™ redemption game. Many months of research and development have produced the finest game for any location.

The game was designed with the operator in mind, with key design features including; High profile light show, Reliability, and Custom game setup, practically allowing the operator to "build his own game".

Relying strictly on SKILL, MOUSE ATTACK™ has eliminated the "luck" often needed when playing other games. This gives the players a feeling of control, tempting them to play again and again.

Reliability is the key word in the design of MOUSE ATTACK™. The electronics in the game have been extensively tested to assure years of trouble free service. The light ring light bulbs are powered using special circuitry and voltages to greatly enhance their life. This reliability assures trouble free profit for years to come.

In order to guarantee quality, the cabinet has been designed using only the finest materials available. Where other manufactures use "scratchable" plastics, standard paints, and partial graphics, MOUSE ATTACK™ uses, tempered 3/16" smoked plate glass, powder coating, and full length decals.

The game incorporates a "SKILLFUL" Jackpot, where additional tickets can be won. In the event the Jackpot is not desired the operator can turn it off with a flip of a dipswitch setting.

Game set up is as easy as locking the two cabinets together (via the supplied tool), plug in to a 3 prong grounded receptacle, set a few programmable options, and your up and running. Even the programming options are easy to understand and adjust.

GAME PLAY

The game begins when the player has inserted enough money to create 1 "credit". At this point the game invites you to push the large button, and game play begins.

A series of mice are displayed, peering out of a mouse hole, eventually coming out one at a time.

The object of the game is to stop the mice from reaching the pile of cheese on the right side of the screen. This is accomplished using the large hammer, displayed in the center of the screen. Every push of the large button, located on the control panel, will cause the hammer to "smash" down in an attempt to stop the mice. If the player is unsuccessful the mouse will take a piece of cheese and run off the screen to the right. Each piece of cheese has a ticket value associated with it, and when taken the tickets for that piece of cheese are lost. The game will continue until all of the mice have run the "gauntlet". After the last mouse has made an attempt, the remaining cheese wedges will be transformed into tickets. The ticket dispenser will then dispense the tickets accordingly.

If the Jackpot option is activated, the monitor will show a ring of ticket prizes on the screen. Each segment will light up one after another, giving the illusion of movement around the boarder of the screen. A simple push of the button on the control panel will stop the encircling light. The area that is lit when the light has stopped, will be the prize you win. (Numerous ticket amounts can be won including the Jackpot of XXX tickets)

The number of tickets associated with the Jackpot XXX will be determined by the number of games played after the last Jackpot was won plus the default value of the Jackpot Base (5).

GAME SET UP / TESTING

SAFETY PRECAUTIONS

IMPORTANT: FAILURE TO FOLLOW THESE DIRECTIONS CLOSELY COULD CAUSE SERIOUS DAMAGE TO YOU AND/OR YOUR GAME.

WARNING: WHEN INSTALLING THIS GAME, A 3 PRONG GROUNDED RECEPTACLE MUST BE USED. FAILURE TO DO SO COULD RESULT IN SERIOUS INJURY TO YOURSELF OR OTHERS. FAILURE TO USE A GROUNDED RECEPTACLE COULD ALSO CAUSE IMPROPER GAME OPERATION AND/OR DAMAGE TO THE ELECTRONICS.

DO NOT DEFEAT OR REMOVE THE GROUNDING PRONG ON THE POWER CORD FOR THE SAME REASONS AS GIVEN ABOVE. USING AN IMPROPERLY GROUNDED GAME COULD VOID YOUR WARRANTY.

PAY SPECIAL ATTENTION TO THE SET UP SECTION BELOW, REGARDING VOLTAGE SETTINGS.

GAME SET-UP

BEFORE PLUGGING THE GAME IN, OR TURNING IT ON, BE SURE THE GAME HAS BEEN SET TO THE PROPER VOLTAGE. YOUR GAME SHOULD COME PRE-SET FROM THE FACTORY TO THE CORRECT VOLTAGE, HOWEVER IT IS A GOOD IDEA TO CHECK THE A.C. WALL RECEPTACLE VOLTAGE BEFORE PLUGGING THE GAME IN.

The game comes with 4 available voltage settings as described below. These settings should be used to provide power in the correct range to the game without over or under powering it.

| POWER RANGE | VOLTAGE SETTING |
|------------------|-----------------|
| 90 - 110 V.A.C. | 110 |
| 110 - 130 V.A.C. | 120 |
| 200- 220 V.A.C. | 220 |
| 220- 240 V.A.C. | 240 |

The game uses a POWER MODULE to handle all of the power distribution chores of the game. It incorporates an ON-OFF switch, primary A.C. game fusing, and power switching capabilities, for using the game with a wide variety of A.C. voltages by re-strapping the main transformer.

LOCKING CABINETS

Remove the game from its shipping container, remove cleating and strapping and locate the game in its permanent position.

Gently pull the smaller front cabinet forward till flush with the front of the rear cabinet. Insert (4) 1/4 -20 allen head bolts and plastic washers, supplied, through the side of the rear cabinet into the side of the front cabinet. There are metal inserts in the front cabinet, allowing the cabinets to be locked together in a timely and secure fashion.

If necessary, adjust the (6) foot pads so the game is level and does not rock in any direction.

NOTE: Do not over tighten the mounting bolts locking the cabinets together, for this could cause damage to the decals on the side of the game.

MARQUEE SETUP

To set the marquee in place, remove the two bolts, located on the marquee mounting bracket, closest to the rear of the game. Rotate the marquee from its horizontal shipping position to its vertical game play position. Replace the bolts in the marquee mounting bracket and lock the marquee in its vertical position. Be sure that the power cord leading to the marquee is not twisted and that the Marquee is straight up and down.

NOTE: The power cord has a restraint on the inside of the game to prevent the cord from being pulled out to far.

GAME SET UP / TESTING

A.C. LINE VOLTAGE ADJUSTMENT

To adjust the game for a different A.C. voltage:

1. Unplug the game from the outlet.
2. Disconnect the power cord from the power module.
3. Using a small flat blade screwdriver, pry the fuse holder from the power module.
4. Notice a small window on the fuse holder with an arrow that points to the voltage the game is presently set at.
5. Using the small flat blade screwdriver, lift the retaining tab that holds the voltage selector in the fuse holder.
6. Rotate the voltage selector until the voltage you want is displayed in the voltage select window.
7. Push the voltage selector back into the fuse holder until it snaps into place. NOTE: Do not force the selector into the fuse holder. If it does not go in easily, it is NOT being installed correctly.
8. Snap the fuse holder assembly back into the power module.
9. Plug the power cord back into the receptacle in the power module, and into the wall outlet.

NOTE: WHEN CHANGING FROM 110-120 TO 220-240, LOWER THE MAIN FUSE VALUE BY 1/2. WHEN CHANGING FROM 220-240 TO 110-120, DOUBLE THE MAIN FUSE VALUE.

OPTION MODES

Please read the setting information carefully BEFORE making any adjustments. Failure to set options properly can yield unexpected results.

PLEASE NOTE: THE VALUES PRE-SET AT THE FACTORY HAVE BEEN FOUND TO WORK BEST FOR MOST LOCATIONS. THE PROGRAMMING BUTTONS ARE LOCATED UNDER THE SOUND EXPANSION BOARD.

NOTE: At the end of this section is a spreadsheet with a compact comprehensive listing of the

programming options.

SWITCHES 1-2 (COIN - CREDIT)

These two switches allow the operator to custom build the number of credits awarded for every coin inserted. These two options must be set together.

The default setting for this switch 1 is "on" and the default setting for switch 2 "on".

SWITCH 3 (TICKET PAYOUT)

This option allows the operator to set the ticket payout to be either normal ticket payout, one ticket for every piece of cheese remaining, or double ticket pay out, two tickets for every piece of cheese remaining.

The default setting for this option is "on" for double ticket pay out.

SWITCH 4 (JACKPOT)

This option allows the operator to choose whether or not there will be a "JACKPOT", where a large number of tickets could be won, at the end of the game play. If this option is enacted, the player will have one chance for, every credit accumulated, to stop the light on the "Jackpot". Around the "Jackpot" are lesser ticket value prizes that could also be won. Even though the "JACKPOT" relies strictly on SKILL, it gives the player a feeling of "gambling" found in big casinos like Las Vegas, tempting them to play again and again.

The default setting for this option is "on" so the "Jackpot" is activated.

GAME SET UP / TESTING

SWITCHES 5-6 (MICE - CHEESE)

These options allows the operator to set the number of mice and cheese that are awarded when one credit is accumulated. These two option must be set together.

The default setting for the mice is "off" giving you (7) mice. The default setting for the cheese is "off" giving you (8) cheese.

SWITCHES 7-8 (EXTRA CHEESE)

This option allows the operator to give extra cheese or not. If operator chooses to give extra cheese then a larger number of tickets could be won by the player. This is a good idea since the game was designed for a younger age group and if they are capable of winning some tickets, even with poor game play, they have the tendency to want to play again.

The default for these options are "off" and "off" awarding three extra cheese per game.

TESTING

After the initial programming adjustments have been made, it's time to test your game for proper operation.

1. Locate the game in it's permanent location.
2. Be sure the game has been properly plugged into a 3 prong grounded outlet, and that the receptacle is in good working order.
3. If using an extension cord, be sure it is a 3 prong grounded type of at least 16 Ga..

4. Adjust the leg levelers and lock into position.

5. Verify that the game is set up for the proper voltage, and turn power to the game on.

6. Insert coins at least ten times into the coin mech to assure proper operation. An audible sound should be heard each time a credit is accumulated.

7. Check the coin counter ,located inside the coin door, for proper operation.

8. Run tickets through the ticket dispenser by playing games. Check that tickets do not get stuck behind ticket louver.

9. Check the ticket counter for proper operation.

10. Check to see that the proper amount of tickets are dispensed based on the numbers shown on the screen.

11. Check that all door locks work smoothly.

12. Check game volume during busy time at location to set it at the proper level.

IF YOU HAVE ANY QUESTIONS OR COMMENTS REGARDING INSTALLATION OR PROPER FUNCTION OF THE GAME, PLEASE CALL OUR SERVICE DEPARTMENT AT 1-716-759-0360

MOUSE ATTACK

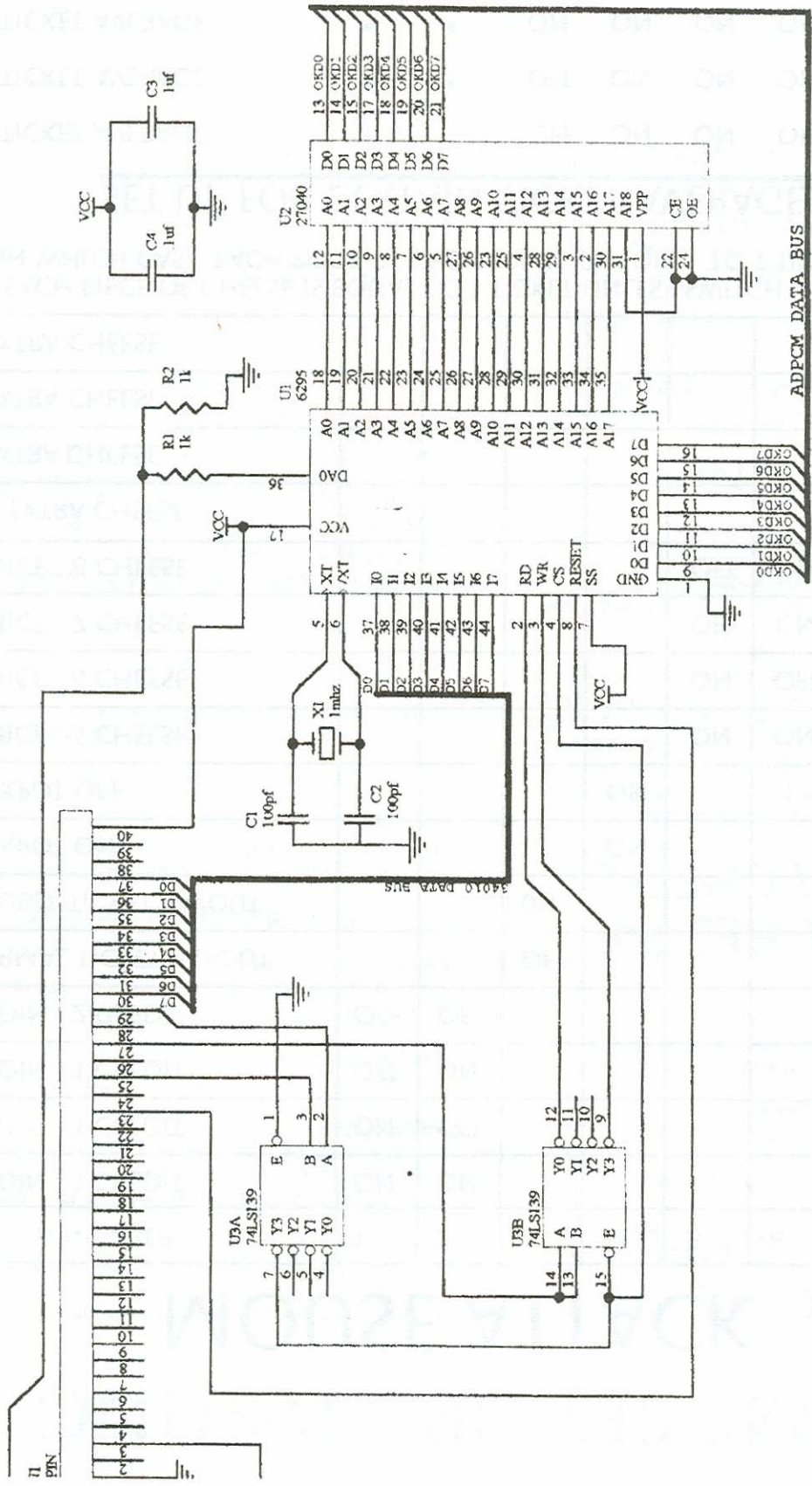
| SWITCH NUMBER | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|----------------------|-----|-----|-----|-----|-----|-----|-----|-----|
| 1 COIN - 1 CREDIT | ON | ON | | | | | | |
| 2 COIN - 1 CREDIT | ON | OFF | | | | | | |
| 3 COIN - 1 CREDIT | OFF | ON | | | | | | |
| 1 COIN - 2 CREDIT | OFF | OFF | | | | | | |
| NORMAL TICKET PAYOUT | | | OFF | | | | | |
| DOUBLE TICKET PAYOUT | | | ON | | | | | |
| JACKPOT ON | | | | ON | | | | |
| JACKPOT OFF | | | | OFF | | | | |
| 4 MICE - 5 CHEESE | | | | | ON | ON | | |
| 5 MICE - 6 CHEESE | | | | | ON | OFF | | |
| 6 MICE - 7 CHEESE | | | | | OFF | ON | | |
| 7 MICE - 8 CHEESE | | | | | OFF | OFF | | |
| NO EXTRA CHEESE | | | | | | | ON | ON |
| 1 EXTRA CHEESE | | | | | | | ON | OFF |
| 2 EXTRA CHEESE | | | | | | | OFF | ON |
| 3 EXTRA CHEESE | | | | | | | OFF | OFF |

NOTE: EACH PIECE OF CHEESE IS EQUAL TO 1 TICKET UNLESS SWITCH 3 IS SET TO "ON" IN WHICH CASE EACH PIECE OF CHEESE WILL BE EQUAL TO 2 TICKETS.

SET UP FOR CERTAIN TICKET AVERAGES

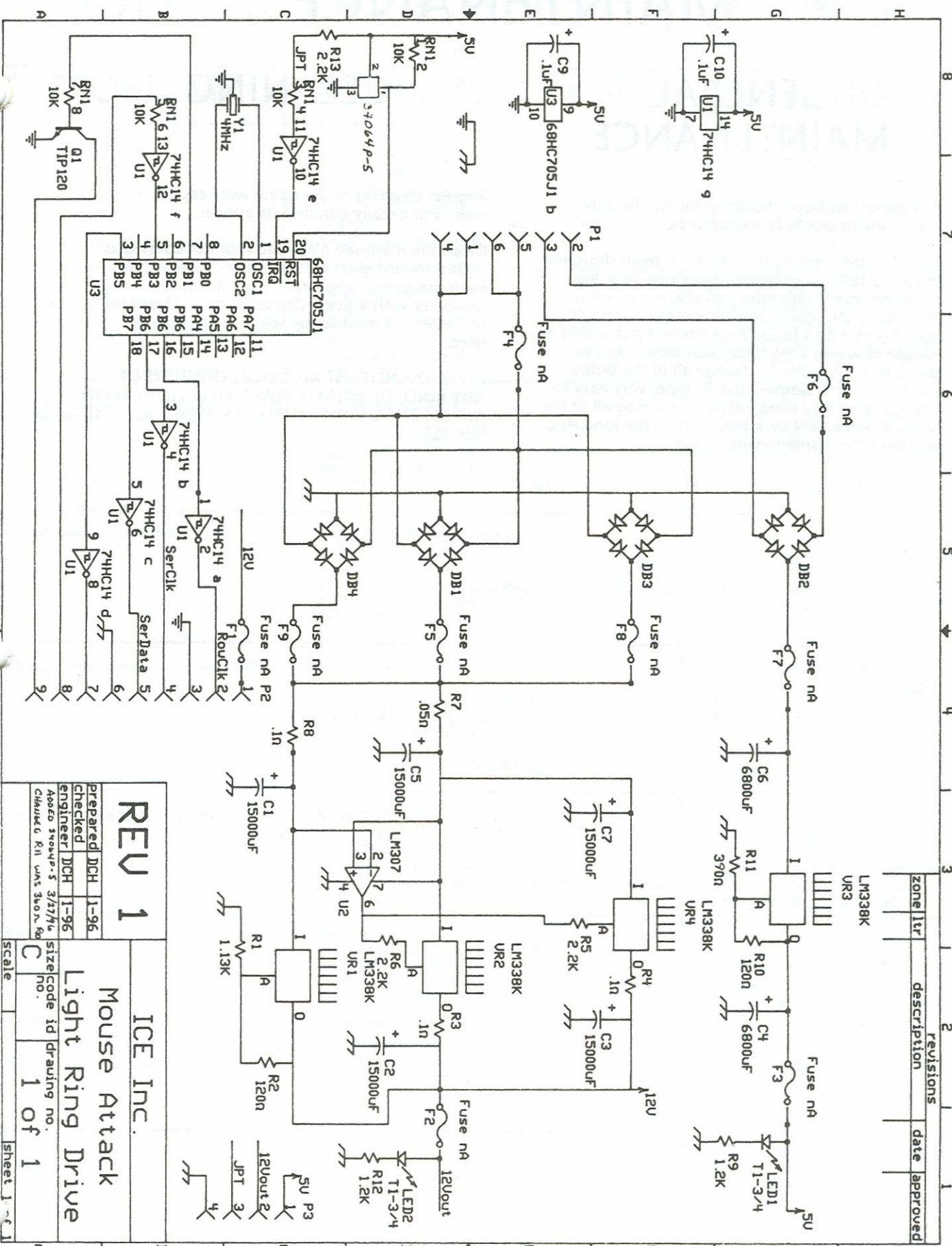
| | | | | | | | | |
|-------------------|---|---|-----|-----|-----|-----|-----|-----|
| 5 TICKET AVERAGE | * | * | OFF | ON | ON | ON | ON | ON |
| 8 TICKET AVERAGE | * | * | OFF | ON | ON | OFF | ON | ON |
| 16 TICKET AVERAGE | * | * | ON | ON | ON | OFF | ON | ON |
| 30 TICKET AVERAGE | * | * | ON | OFF | OFF | OFF | OFF | OFF |

Average settings are approximate and may vary from location to location.



Sound Board Schematic

| | | | |
|-------|-------------------------|--------|----------|
| Title | Size | Number | Revision |
| | A4 | | |
| Date | 8-Apr-1980 | | Sheet of |
| By | C:\PROGRAMS\AVS\AVS\AVS | | Pages of |



| zone | tr | description | date | approved |
|------|----|-------------|------|----------|
| | | | | |

REV 1

ICE Inc.
Mouse Attack
Light Ring Drive

| | | |
|----------|---------|--------------|
| Prepared | DCH | 1-96 |
| Checked | DCH | 1-96 |
| Approved | 3/27/96 | 3/27/96 |
| Author | Ril | was 3/27/96 |
| size | code id | drawing no. |
| C | | 1 of 1 |
| scale | | sheet 1 of 1 |

MAINTENANCE

GENERAL MAINTENANCE

This game has been designed for an absolute minimum amount of maintenance.

The Marquee ring light bulbs have been designed in such a fashion as to greatly extend their life. However, eventually they will reach the end of their life span. When this time comes, you will notice that 2 or 3 bulbs have burned out within a couple of weeks time from each other. At this point, it is advisable to change all of the bulbs. The bulbs are a simple push in type, very easy to change, and very inexpensive. Changing all of the bulbs at once, will save you work in the long run, and keep the game looking good.

CLEANING

Regular cleaning of the game will keep it looking new, and greatly enhance its appeal.

Clean the marquee glass and monitor cover glass with standard glass cleaner a like "Windex" to keep the games appearance up. Clean the cabinetry with a good cleaner such as "Fantastic" or "409" . A mild soapy solution can also be used.

NOTE: DO NOT USE ALCOHOL, THINNERS OF ANY KIND, OR PINBALL PLAY FIELD CLEANERS ON ANY OF THE CABINET SURFACES, ESPECIALLY THE DECALS.

QUICK TROUBLESHOOTING

| PROBLEM | PROBABLE CAUSE | SOLUTION |
|---|---|--|
| NO GAME POWER | ON-OFF SWITCH ON GAME TURNED OFF A.C. POWER FUSE BLOWN GAME NOT PLUGGED IN OR CORD DAMAGED BAD TRANSFORMER TRANSFORMER HARNESS NOT CONNECTED BAD POWER MODULE | TURN POWER ON REPLACE WITH PROPER FUSE CHECK POWER CORD CHECK FOR PROPER VOLTAGES CHECK HARNESS REPLACE POWER MODULE |
| GAME WILL NOT TAKE MONEY CORRECTLY | BAD COIN SWITCH BAD COIN MECHANISM LOOSE OR DAMAGED HARNESSING BAD MAIN P.C. BOARD BAD 5 VOLT POWER SUPPLY FUSE | CHECK W/METER OR REPLACE ADJUST OR REPLACE CHECK W/METER - REPAIR REPAIR OR REPLACE MAIN BOARD CHECK AND REPLACE FUSE |
| TICKETS DO NOT DISPENSE OR DISPENSE INCORRECTLY | DISPENSER OUT OF TICKETS TICKET DISPENSER HARNESSING BAD TICKET DISPENSER BAD BAD MAIN P.C. BOARD BAD 5 VOLT POWER SUPPLY FUSE TICKET DISPENSER NOT PLUGGED IN | FILL TICKET DISPENSER CHECK W/METER AND REPAIR REPLACE DISPENSER REPLACE MAIN P.C. BOARD CHECK AND REPLACE FUSE PLUG IN TICKET DISPENSER |
| GAME MAKES NO SOUND | SPEAKER WIRES DISCONNECTED VOLUME TURNED DOWN BAD SPEAKER HARNESS HARNESS NOT PLUGGED IN BETWEEN CABINETS MAIN P.C. BOARD BAD BAD 5 VOLT POWER SUPPLY FUSE | CONNECT SPEAKER WIRES TURN UP VOLUME ON P.C. BOARD CHECK W/METER AND REPAIR PLUG IN HARNESS REPAIR OR REPLACE P.C. BOARD CHECK AND REPLACE FUSE |
| ARQUEE LIGHT BULBS DO NOT LIGHT | BAD LIGHT BULB BAD LIGHT RING P.C. BOARD BAD INTERCONNECT HARNESSING BAD POWER SUPPLY BOARD LIGHT RING POWER SUPPLY FUSE BAD BAD 5 VOLT POWER SUPPLY FUSE BAD HARNESS TO LIGHT RING BOARD | REPLACE LIGHT BULB REPLACE LIGHT RING P.C. BOARD CHECK W/METER AND REPAIR REPAIR OR REPLACE P.C. BOARD CHECK AND REPLACE FUSE CHECK AND REPLACE FUSE CHECK W/METER AND REPLACE |
| MONITOR DOES NOT WORK | MONITOR NOT PLUGGED IN BAD 5 VOLT POWER SUPPLY FUSE MONITOR MAY NEED ADJUSTMENT BAD P.C. BOARD ON MONITOR FUSE BLOWN ON MONITOR MAIN P.C. BOARD BAD HARNESSING | PLUG IN MONITOR CHECK AND REPLACE FUSE ADJUST MONITOR REPAIR OR REPLACE P.C. BOARD CHECK AND REPLACE FUSE CHECK W/METER AND REPLACE |
| LOW / NO TICKET INDICATOR DOES NOT WORK | BAD INDICATOR L.E.D. L.E.D. INSTALLED BACKWARDS HARNESSING BAD TICKET MICRO SWITCH BAD MAIN P.C. BOARD BAD | REPLACE L.E.D. REVERSE L.E.D. CHECK W/METER AND REPAIR REPLACE MICRO SWITCH REPAIR OR REPLACE P.C. BOARD |
| HAMMER BUTTON DOES MAKE HAMMER "SMASH" | BAD BUTTON SWITCH BAD HARNESSING BAD MAIN P.C. BOARD | REPLACE SWITCH CHECK W/METER AND REPAIR REPAIR OR REPLACE P.C. BOARD |

GAME REPAIR

WARNING: ALWAYS REMOVE POWER FROM THE GAME BEFORE ATTEMPTING ANY SERVICE, UNLESS NEEDED FOR SPECIFIC TESTING. FAILURE TO OBSERVE THIS PRECAUTION COULD RESULT IN SERIOUS INJURY TO YOURSELF AND/OR OTHERS.

OPERATIONAL BACKGROUND

The MOUSE ATTACK™ coin operated amusement game has been designed for an absolute minimum of service. Special circuitry prolongs the life of the incandescent light bulbs. In addition, the monitor used has a life span measured in years.

The Light Ring P.C. Boards were designed to add reliability to the game, by eliminating the massive amount of wiring that would be needed for the 66 light ring bulbs used. The light sockets on the board were chosen to allow the use of the least expensive bulbs possible. The boards were designed to change quickly and easily in the unlikely event that something would go wrong with one of them.

TROUBLESHOOTING PHILOSOPHY

To find problems with the game, always check the obvious first. See that the game is plugged in, and that all of the fuses in the game are good. This includes the fuse that is located INSIDE the power module.

Next, check to see that all of the connectors are firmly seated, and that no wires have been pulled out.

When trying to find out if specific components are bad or not, try swapping them with components from another MOUSE ATTACK™ (if applicable) to see if the problem moves with the component, or stays where it was. This will help you decide if you have a problem with a specific component, or maybe a problem with either the wiring or the Main P.C. Board.

Use extreme caution when using probes or volt meters if the game is powered up. If checking continuity, it is important to disconnect the harnessing at both ends, as attached they may yield erroneous results.

If a P.C. Board is suspected as causing your problems, check to see that all of the I.C. chips are firmly seated on the board.

If light bulbs are suspected, swap them with one that is known to work to narrow the problem down to bulb or P.C. Board.

MAIN P.C. BOARD REPLACEMENT

1. Remove all A.C power from the game.
2. Carefully remove the "JAMA" cable from the P.C. Board.
3. Remove the 4 long plastic hexagon nuts that secure the board to the mounting bracket.
4. Gently pull the P.C. board from the mounting bracket studs.
5. Re-install in the reverse order.

POWER SUPPLY P.C. BOARD REPLACEMENT

1. Remove all A.C power from the game.
2. Carefully remove the four, six, and nine pin connectors from the P.C. Board.
3. Remove the 4 long plastic hexagon nuts that secure the board to the mounting bracket.
4. Gently pull the P.C. board from the mounting bracket studs.
5. Re-install in the reverse order.

GAME REPAIR

LIGHT RING P.C. BOARD REPLACEMENT

1. Remove all A.C power to the game.
2. Remove (4) 1/4-20x1" allen head bolts from the sides of the yellow plastic marquee cover.
3. Carefully remove (8) 8/32x7/8" screws from edge of silver ring.
4. Carefully lower silver ring until nine pin connector is visible, then disconnect.
5. Place ring board assembly face down on soft non-scratching surface.
6. Remove the harnesses to the suspected bad P.C. Board.
7. Remove the light bulbs from the bad board.
8. Remove the (4) screws that hold the P.C. board to the bottom of the play field.
9. Re-assemble in reverse order.

MONITOR REPLACEMENT

1. Remove all A.C. power to the game.
2. Disconnect front cabinet from rear cabinet.
3. Remove the monitor glass from the game via the (2) small allen head screws located in the upper mounting bracket.
4. Disconnect the monitor from the harness.
5. Remove sq. drive screw holding monitor adjustment pad in the upper left corner of the game.
6. Disconnect A.C power to the monitor.
7. Remove the lower monitor glass mounting bracket. (Four sq. drive screws, two carriage bolts.)
8. Disconnect ground from the monitor bracket (Green wire).

9. Carefully remove the 4 nuts that secure the monitor to the mounting brackets. Remember to support the monitor while removing these bolts because its weight is deceiving.

10. Gently remove the monitor from the brackets.
11. Re-assemble in reverse order.

HAMMER BUTTON SWITCH REPLACEMENT

1. Remove all A.C. power from the game.
2. Open the coin door located on the front cabinet.
3. Reach in side and gently pull the hammer button switch from the hammer button.
4. Remove the harness from the switch.
5. Re-assemble in reverse order.

FLUORESCENT BULB REPLACEMENT

1. Remove A.C. power to the game.
2. Remove (6) 8/32x7/8" screws holding the marquee rear panel in place.
3. Gently extent marquee harness and remove old fluorescent bulb from rear panel.
4. Re-assemble in reverse order.

NOTE: Make sure harness is installed so that when the game is on, the harness does not create a shadow on the lit center of the marquee.

PARTS LISTINGS

MECHANICAL PARTS

| | |
|--------|-----------------------------|
| 5014 | Coin Door Lock |
| 5101 | Mech Holder |
| ----- | Coin Mechs (Various) |
| 1017 | Leg Holder (Metal) |
| 1024 | Ticket Bin (Double) |
| 5101A | Reject Button |
| 5101C | Entry Bezel |
| 5101D | Return Bezel |
| 5101E | Entry Stop |
| BB1009 | Cash Box Enclosure |
| BB5001 | Cash Box |
| CC1009 | Power Module Mounting Plate |
| CC3007 | Power Module Enclosure |
| HR1013 | Ticket Door Chain |
| MA1001 | Window Shelf |
| MA1002 | Cabinet Top Panel |
| MA1003 | Window Retainer |
| MA1004 | Cabinet Rear Panel |
| MA1005 | Door Frame |
| MA1006 | Coin Door |
| MA1007 | Ticket Door |
| MA1008 | Cash Box Door |
| MA1010 | Cabinet Alignment Bkt. |
| MA1011 | Monitor Mounting Bkt. |
| MA1012 | Deflector Cover |
| MA1013 | Marquee Mtg Bkt. Lower |
| MA1014 | Marquee Mtg Bkt. Left |
| MA1015 | Marquee Mtg Bkt. Right |
| MA1016 | Marquee Mtg Plate |
| MA1017 | Electronics Mtg Bkt. |
| MA3001 | Cheese |
| MA3002 | Marquee Cover |
| MA3003 | Marquee Chassis |
| MA3004 | Channel Molding |
| MA3005 | Cabinet Stop Block |
| MA3006 | T-Molding Yellow |
| MA3027 | Marquee Cover Glass |
| MA3028 | Monitor Cover Glass |
| MA3050 | Deflector Mtg Panel |
| MA3058 | Cheese Support |
| MA3059 | Cheese Mounting Panel |
| MA3060 | Marquee Mounting Panel |

ELECTRICAL / ELECTRONIC PARTS

| | |
|----------|---------------------------|
| 211 | Low Ticket Switch |
| 248 | Transformer |
| 249 | Bulb PL-7 |
| 1026 | Ticket Bin Switch |
| 2232 | Push Button Switch |
| CC2027 | Power Cord 20 Ft. |
| FP2007 | Speaker |
| HH2050 | Power Module |
| HH5005 | Ticket Dispenser |
| MA2036 | Monitor Assembly |
| HR2002X | Transformer Assembly |
| MA2034X | PCBA Main Board |
| PC20224 | Counter 12v |
| PC20429 | Red Led Diffused |
| CJ2035RX | PCBA Banana Junior (Ring) |

GRAPHICS

| | |
|--------|---------------------------------|
| 7031 | Decal (For Indoor Uses Only) |
| 7033 | Decal (Warning Pwr/ Disconnect) |
| FP7044 | Decal (FP Cover Glass Warning) |
| MA7000 | Marquee Overlay |
| MA7001 | Decal (Rear Cabinet Left) |
| MA7002 | Decal (Rear Cabinet Right) |
| MA7003 | Decal (Front Cabinet) |
| MA7004 | Decal (Ticket Winner) |
| MA7005 | Decal (Cabinet Top) |
| MA7008 | Decal (Instructions) |
| MA7009 | Decal (Fuse Warning) |
| MA7021 | Decal (Program) |

HARDWARE & MISC.

| | |
|----------|------------------|
| HR1002 | Vent Grill |
| 3013 | Plastic foot pad |
| PC60615A | #2 Sq. Drive Bit |