

Pink Panther

Scorpion 4

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- b) Such products are returned prepaid to seller's plant.
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SAFETY INSTRUCTIONS

3.1 Product Safety

An equally wide range of manufacturers supplies the wide range of components used in the machine. It is therefore impracticable for this document to provide comprehensive safety data for each product used. Manufacturers data sheets can be supplied upon request.

All the items contained within the machine are used within their specification limits and in accordance with sound engineering practice.

3.2 <u>Electrical Safety General</u>

All machines are tested for electrical safety prior to being despatched. The tests are for Earth Bond and Insulation. It is recommended that these tests are repeated annually or whenever safety critical parts and connections are replaced.

Disconnect the mains power supply before attempting to dismantle or repair any part of the machine.

Always observe high voltage and hazard warning labels.

Be aware of capacitors fitted to the machine PSU. Use only the specified fuses stated in the machine and in this manual.

Always refit safety covers and safety earth wires connected to metal parts.

Earth/Insulation specifications for BFG machines are: -

Insulation > 2 Megohms @ 500V dc.

Earth Bond < 0.25 ohms @ 25 amps.

SAFETY INSTRUCTIONS

3.3 Chemical Safety

Attention is drawn to the possible effect of accidental damage to components where they contain chemicals that may be hazardous. Components that fall into this category are: -

Electrolytic Capacitors
Nickel Cadmium Batteries
Semi-Conductors containing Beryllium Oxide and
Gallium Arsenide
Opto-Electronic devices using Gallium Phosphide

As the chemicals are corrosive or flammable, particular care must be exercised in case of spillage. Any part of the body that accidentally comes into contact with these chemicals must be thoroughly washed in cold running water, particularly if the eyes are affected. Medical advice should be sought.

3.4 Fire Safety

Outer casings of the majority of the components used are made of heat resistant material. Excessive electrical overload conditions may generate sufficient heat to ignite chemical substances within the components themselves or adjacent components, harnesses etc.

NOTE: It is imperative that only identical value components are used as replacements for the original equipment supplied and that correct polarity of assembly is observed when applicable.

SAFETY INSTRUCTIONS

3.4 <u>Fire Safety</u> (continued)

Materials that fall into the Fire Hazard category are: -

Chipboard and MDF - releases Formaldehyde vapours when ignited, causes discomfort to the eyes and mucous membranes.

Plastic Laminates - plastic and rubber mouldings, wire insulation etc., release noxious fumes, which if inhaled may cause irritation depending on the sensitivity of the individual.

Glass - extreme heat will cause the glass to crack thereby causing injury.

Electrolytic Capacitors and **Batteries -** may explode if subjected to fire.

Foamex – flammable.

3.5 <u>Disposal of Hazardous Components</u>

As a general rule, electronic components should not be incinerated due to the possible danger of noxious fumes being released, or components exploding due to a build up of internal pressures created by expanding gases.

4.1 General

It is the policy to ensure that all products are designed, manufactured, tested and released to conform to statutory safety requirements. In support of this policy the information contained within this manual is intended as a guide to the safe installation, reliable working and efficient operation of the machine supplied.

Therefore prior to installation or when servicing, reference to the service manual and all **WARNING LABELS** provided is strongly recommended. Failure to observe any information may result in a safety hazard.

CAUTION: Under no circumstances should any major form of installation, repair, adjustment or maintenance be attempted by any other than qualified personnel.

4.2 Physical Check

Ensure that the machine is positioned on a level stable surface and remove all of the transit packaging. Open all doors and check that all parts are secured, electrical connectors are correctly mated and that no components or assemblies have been damaged in transit.

4.3 Internal Electrical Connectors

The introduction of insulation displacement connectors (IDC) and the use of lighter cables emphasise the need for care when removing and replacing connectors.

When removing connections, pull on the connector and not the wires; when replacing connections ensure that (i) the harness housing is being connected to the correct wafer (ii) the housing is the correctly oriented (Observe positions of polarising pins).

4.4 <u>Electrical Supply</u> **WARNING: This Apparatus must be EARTHED.**

Connect the machine to the mains supply (110/120Vac) using an approved plug. The mains lead is factory fitted to the machine.

IMPORTANT: The wires in the mains lead are coloured in accordance with the following code.

GREEN : EARTH

WHITE : NEUTRAL

BLACK : LIVE

As the colours of the wires in the mains lead may not correspond with the coloured markings identifying the terminals in your plug, proceed as follows.

1. EARTH: The wire coloured GREEN must be connected to the

terminal marked 'E' or by the safety earth symbol or

coloured GREEN.

2. NEUTRAL: The wire coloured WHITE must be connected to the

terminal marked 'N'.

3. LIVE: The wire coloured BLACK must be connected to the

terminal marked 'L'.

4.5 Power Supply Unit

The Sanken 44 Volt SPS077W-44-US power supply consists of a mains switched mode power supply providing steady D.C voltages from a mains input supply. The mains input is fed via an IEC plug, mains filter and double pole switch and is protected by a 5 Amp anti surge fuse.

Supply Outputs

The Power Supply outputs are:-

- a) $\frac{44\text{vdc} + 5\% 10\%}{4}$ This supply is used for the lamps matrix (if applicable)
- b) $\frac{24\text{vdc} + -10\%}{24\text{vdc} + -10\%}$ This supply is used for the hoppers.
- c) <u>12.0 vdc +/- 5%</u> This supplies the MPU, Coin Acceptor and Reel Mechanism. (if applicable)
- d) 5vdc +/- 5% This is the I.C. supply on the MPU. (if applicable)
- e) $\frac{115 \text{ vdc} + /- 5\%}{115 \text{ vdc}}$ This supply is used for the divert coils (if fitted).

Power Supply Removal

To remove the power unit from the machine disconnect the Power Supply harness and the earth ring tags from the stud.

CAUTION: Extra care should be taken when finally lifting the power supply from the machine.

When replacing the unit ensure that all the earth ring tags are securely fastened to the stud (identified by means of an earth symbol and that the plug is reconnected)

4.7 <u>Dimension</u>	<u>Dimensions</u>	Height with Top Display	74"
		Height without Top Display	60"
		Depth	27"
		Width	59"
		Weight (2 units less Top Box)	622lbs (approx)
		Top Box Weight	35.2lbs (approx)
		Infill	46.3lbs (approx)

4.7 Abbreviations:

- **Coin Entry** one or more slots in the coin entry panel where player may insert coin of play.
- **Coin chute** metal chute that guides the coin from coin entry slot to centre pin perspex.
- **Centre pin perspex** large perspex panel fitted with scatter pins that guide the coin down onto the pusher pad.
- Pusher pad the moving pad assembly located at the rear of the playfield.
- Playfield flat bed holding the coins to be pushed into the win chute.
- **Win chute** large metal form located under front edge of playfield to guide falling coins to the pay tray.

4.8 Daily Checks:

- Check the machine is clean inside and outside
- Check all the lamps are working.
- Check pusher pads are moving.
- Check coin chutes are clear of any jammed coins or foreign matter.

Machine description and Coin prime.

5.1 General Description

This is a "twin player pusher" with a double top box. This has a new design swing arm feature design with a single coin entry. The unit can be either "Ticket Redemption" or "Cash Pay Out". This is offered as a standard USA twin pusher, with the skill coming from the "swing-arm chute".

Coins are inserted on to the play-field via a coin entry slot. The coin entry has an opto-switch, which detects the coin. The coins fall into a moving swing arm. There is a "skill stop" button above the coin entry slot which gives the player control of the swing arm. The coins exits the swing arm onto the moving bed and eventually pushed off the play-field. Coins can exit either via lose chutes either side of the main field, or fall off the front. These "winning" coins fall into the hoppers where they are 'counted', before being deposited into the cash-box.

5.2 Coin floating.

Switch on the machine and make sure all is working correctly.

Carefully remove the glass doors and store in a safe position.

Spread coins over the playfield and pusher pad in each play section so that there is a build up of coins at the win chute edge.

It will be necessary to feed a number of coins through each coin slot to settle the playfield area ready for play.

Operator adjustments

6.1 <u>Ticket Payout (ticket version only)</u>

Each time a coin is inserted one or more tickets can be dispensed from the ticket dispenser, these are called "mercy ticket". The operator using the setup menu can set the number of mercy tickets.

For each winning coin the ticket dispenser will dispense one or more tickets. The operator can adjust the number of tickets dispensed per winning coin.

When the ticket dispenser runs out of tickets (or fails to detect tickets being dispensed due to a fault) a warning lamp on the lower door illuminates and the software makes no further attempt to dispense tickets until the situation is resolved and the machine reset. The machine still operates and buffers the number of tickets owed to the player until the empty condition is cleared. (Also see TILT section).

6.2 <u>Tilt.</u>

There is one slam tilt assembly in each play-section located on the back of each Ticket Dispenser door.

This is accessible by removing the relevant ticket dispenser door.

This consists of a weighted contact fixed against the door panel surface, designed to detect banging of the cabinet or service door (See figure 2).

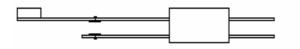


Figure 2 – Slam tilt contact.

Operator adjustments

There is one pendulum tilt assembly located inside the top of the cabinet. (See figure 3).

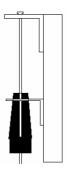


Figure 3 - pendulum tilt.

If any of the above switches are made during the operation of the machine an audible alarm is heard. The ticket dispensers are disabled and any pending tickets are cleared! The top sign illumination is switched off and during the tilt time the hoppers continue to count winning coins to the cash-box.

The length of the tilt period is adjustable by the operator (see set up menu below).

6.3 Adjustment of "lose" hole size.

The "lose" holes are located one each side of the front edge of the play-field, are factory set. It is not recommended changing this setting. Other lose hole adjusters are within the cash box.

6.4 Playfield Riser.

Located at the play-field front edge. The angle of the triple riser is set.

Fault - finding guide.

7.1 The machine does not work

Check

- Mains wall outlet is switched "on".
- "On/off" switch in play section 1 is switched "on".
- Damage to mains inlet cable.
- Power Supply Unit Fuse.

7.2 Pusher motor not running.

Check

Power Supply Unit Fuse.

7.3 The tilt does not work.

When the machine is tilted an audible alarm is heard. The ticket dispensers are disabled and any pending tickets are cleared! The top sign illumination is switched off and during the tilt time the hoppers continue to count winning coins to the cashbox.

Check

- The tilt contacts are not dirty or so far apart they do not to touch when the machine is banged.
- The cable connected to every tilt contact ending up at the tilt detects input .

7.4 The tilt will not stop.

Check

- The tilt contacts are not bent together.
- The pendulum tilt is operating

Fault - finding guide.

7.5 No ticket pays out

Check

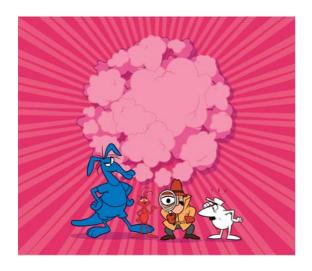
- There are tickets at ticket dispenser.
- There are no ticket jams.
- Electrical connections to ticket dispenser.
- Check the center perspex micro switch or loom is all working.
- Check the coin count hopper is functioning correctly

7.6 The halogen lamps do not work.

Check;

• The fuses and wiring connections.

Machine BOM (Illustrated)







Coin Entry 91.020.478





Glass Decals

Left 91.020.484

Right 91.020.485



Front Door Decal Ticket 91.020.482





Playfield Sides
Left 91.020.484 Right 91.020.485



Skill Chute 91.020.486



Top Box Double 91.020.476



Button Legend 92.480.660

Machine BOM 93738284 Pink Panther (USA) Ticket Base



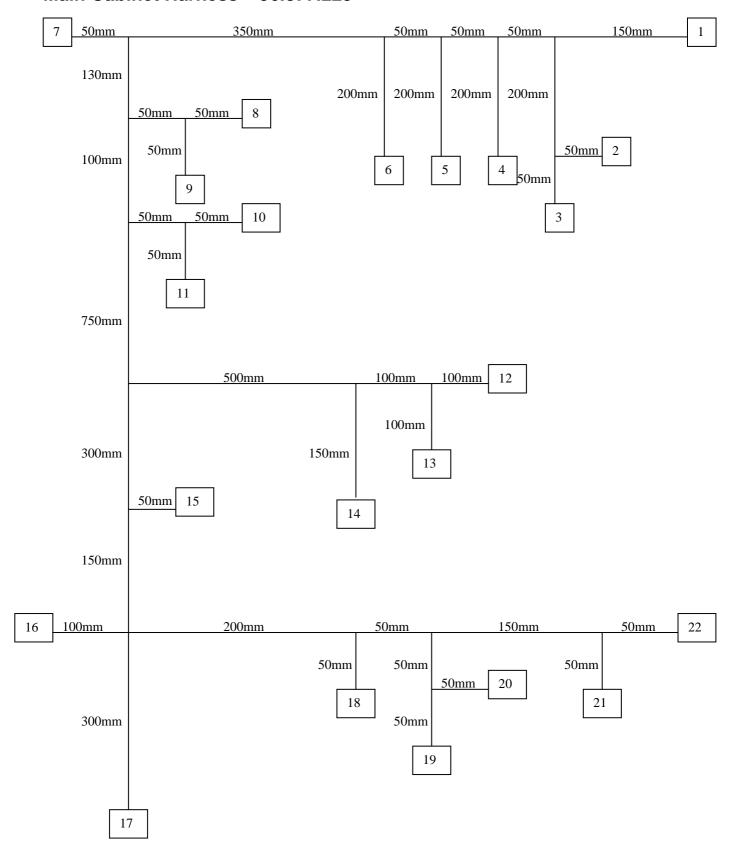
Component Item	<u>Description</u>	<u>Qty</u>
93738284 56129002 56129006 91020476	Pink Panther (USA) Double Ticket + Top Box EDDISON LAMPHOLDER SCREW TYPE ENERGY SAVER LAMP 110/120V Double Top Box Perspex	4 4 1
49420010 49420028 51520308 51730009	LINEAR GUIDE CZ0201-3094 Hexagon Nylon Spacer G&B HNP30-A-M3x12mm UNIVERSAL HOPPER COIN CONTROLS Fan Terminated 51730002	2 2 1 1
51802086 51802134	OPTIC PCBA 15RM STD1155 MOTOR 200STEP & LOOM GAMESMAN G4-471	1 1

Component Item	<u>Description</u>	<u>Qty</u>
51802136	Moulded Hub For Gamesman G3-307A	1
51900010	Motor 110 Volt 24 RPM	1
52292734	7 DIGIT COUNTER GREY 12V OEM	3
52910150	Speaker 4 Ohms Westra KF120-304	1
53100009	Entropy 2000 Ticket Dispenser TD-963CR	1
53713355	Lighting Transformer TT2317	1
54000315	4W Distribution Block RS 261-5014	1
54000390	3 Pin Mains Inlet Plug RS 195-912	1
54760770	7 Way Wafer 4030-07BJ .1 Interconnecting	1
54800050	Polarising Key 0.1" Molex 0150 4-0292	1
54860770	07 Way Housing .1 IDC A-7690S-C7 38-00-2397	1
54900211	Fuse 2 Amp 20mm x 5mm Glass Anti Surge	1
55806302	Insulating Sleeve 1/4" I/D Amp 154509-44509	3
55806304	Insulating Boot Type C Mains Filter	1
56129009	M262 DICHROIC LAMP 12V 20W COOL BEAM	2
56605030	12v 2.2w MES CLEAR LAMP	1
56605031	RED INDICATOR LENS RS 589 799	1
56609000	MES LAMPHOLDER RS 589 777	1
57060001	"Plunger, Cap, Spring & 51mm Square Bezel"	1
57060010	Clear Lens Plate Starpoint 51mm Square	1
57070002	Wedge Lampholder With Microswitch	1
57520010	Push Switch Double Pole Cherry UE79-6 8A	1
57611002	SLAM TILT SWITCH 22-2201-11	1
6000310	M3 X 10mm Pan Head Pozi Screw	3
6000410	M4 X 10mm Pan Head Pozi Screw	22
6010310	M3 X 10mm Countersunk Pozi Screw	4
62003HN	M3 Hex Nut	4
62003NN	M3 Nyloc Nut	6
62004HN	M4 Hex Nut	22
62004NN	M4 Nyloc Nut	4
62005HN	M5 Hex Nut	8
62103IS	M3 Shakeproof Washer	4
62103ND	M3 Plain Washer	3
62104IS	M4 Shakeproof Washer	6
62104ND	M4 Plain Washer	14
62105ND	M5 Plain Washer	4
78500006	Mains Filter Schaffner FN9222R-6-06	1
90307068	Plate Fan Vent Grill	1
90307484	Plate Fan Mounting	1
90442238	TILT WEIGHT	1
90442240	STEEL BALL – 3/8" Dia	1
90464084	REAR BEZEL	1
90520073	Plate Pusher Track/Motor	1
90520074	Plate Motor	1
90520325	Cover Playfield Motor	1

Component Item	<u>Description</u>	<u>Qty</u>
90520326	Plate Playfield	1
90520336	Plate Pusher	1
90520337	Cover Transformer Connectors	1
90520442	Plate Skill Chute Wear	1
90520741	Chute Rear Skill	2
90520742	Chute Front Skill	2
90520777	Cashbox USA Single Pusher	1
90520778	Tray Reject	1
90520779	Chassis Top Box Support	1
90623003	SPACER MOTOR	4
90623004	ARM DRIVE	1
90623005	BLOCK DRIVE (NYLON)	1
90623007	Block Centre (PTFE)	1
90623008	BOSS DRIVE	1
90623009	COUPLING DRIVE	1
90623010	RAIL GUIDE	1
90623012	BEARING FLANGE HOUSED (RS109-927)	1
90623052	Cam Formed Lock	1
90623054	Block Centre	2
90623142	Bezel Coin Entry 0.954 Token	1
90623374	WEIGHT WIRE	1
90623375	Bracket Tilt Weight	1
90850054	BRACKET RH PLAYFIELD SIDE	1
90850062	BRACKET OPTIC SENSOR MOUNTING (11437)	1
90850080	BRACKET LOSE HOLE ADJUSTER	2
90850086	BRACKET METER	1
90850293	Bracket Lamp	2
90850295	Bracket Perspex Support	1
90850296	Bracket LH Side Playfield	1
90850297	Bracket RH Side Playfield	1
90850305	Bracket Pin Panel Top	2
90850314	Bracket Pusher Front	1
90850316	Bracket Transformer Mounting	1
90850330	Bracket Stepper Motor	1
90850815	Bracket Coin Sensor	1
90850827	Bracket Optic Paddle (6.5mm Paddle)	2
90866623	Front Bezel Brooket Tilt Wire Support	1
90866632 91010034	Bracket Tilt Wire Support	1 1
91010034	Front Perspex Side Strip	2
91010035	Coin Skimmer	1
91010036	Side Panel Pink Panther USA SPP	2
91010124	LH Spacer Blank Skill Chute	2
91010156	RH Spacer Blank Skill Chute	2
91020478	Coin Entry Decal Pink Panther USA SPP	1
J1020410	John Liftly Decart link I antiller JOA SEE	1

Component Item	<u>Description</u>	<u>Qty</u>
91020479	LH Playfield Side Decal Pink Panther USA SPP	1
91020480	RH Playfield Side Decal Pink Panther USA SPP	1
91020481	Pin Panal Back Perspex Pink Panther USA SPP	1
91020482	Front Door Ticket Decal Pink Panther USA SPP	1
91020484	LH Glass Decal Pink Panther USA SPP	1
91020485	RH Glass Decal Pink Panther USA SPP	1
91020486	Skill Chute Front Pink Panther USA SPP	1
91771407	Win Chute Forming	1
92217032	G'Manual (93738280) Pink Panther USA SPP	1
92480660	Legend Plate Pink Panther USA SPP	1
92752343	'Coin In' Label	1
92752344	'Ticket Out' Label	1
92752345	'Coin to Cashbox' Label	1
92920692	Mirror	1
92930851	Display Glass Pink Panther USA SPP	1
94895081	TILT BOARD	1
94895121	Playfield Panel	1
94895123	Pusher Pad	1
94895191	Hopper Board	1
96832569	IEC 320 SKT To IEC 320 PLUG 2M Lead	2
96861737	PSU Live Link Assy UL	1
96861738	PSU Earth Link Assy 150mm UL	1
96876119	Hal Lamp Holder Harness UL	2
96876318	Pad Motor Assy Harness UL	1
96876743	Motor Supply Harness UL	1
96876783	TT2317 Transformer Outlet Harness	1
96876893	Ticket Door Harness (Entropy) USA 3PP	1
96877225	Main Cab Harness	1
96877226	Mains Harness	1
96877231	Halogen Lamp Supply Harness UL	1
96877244	Hopper Assy Harness	1
96941353	PSU Sanken 44 Volt SPS077W-44-US	1
97651301	DOUBLE TICKET BIN CHUTE ASSY HOPPER/CASH BOX TUBE	1 1
97807031 97807080		
	RH Lose Tube Assy	1 1
97807081 97854317	LH Lose Tube Assy Mains Plate & Stud	1
97854353	Adjustable Riser Assembly	1
97953831	Isolating Switch Bracket & Stud	1
99955155	Single Player Pusher Cabinet	1
99955155-11	Lower Ticket Door Assy	1
96877243	Top Box Lamps Link Harness (UL)	2
99955157	Double Wooden Top Box USA Single Pusher	1
99955158	Infill Assembly USA Single Pusher	1
J99JJ 1JU	mini Assembly OOA Olligie I ushel	'

Main Cabinet Harness - 96.877.225



Main Cabinet Harness – 96.877.225

Pos.1

White/Black Fit 1/9" female AMP crimp and boot. White/Black Fit 1/9" female AMP crimp and boot.

Pos.2

Green Fit 1/4" female AMP crimp and boot.

Black Fit 1/4" female AMP crimp and boot.

Red Fit 1/4" female AMP crimp and boot.

White Fit 1/4" female AMP crimp and boot.

Position 3. 5 way 0.1" KK Connector

1. Red :+12V

Polarised

Black x 2 :GND
 Green :O/P
 Black :GND

Position.4 3way Spox Connector

Pin.1 Yellow : +5V Pin.2 Green : O/P Pin.3 Black : GND

Position.5 6way 0.1" KK Connector

Pin.1 Red : 12V
Pin.2 Red : 12V
Pin.3 White : Phase 0
Pin.4 White : Phase 1
Pin.5 White : Phase 2
Pin.6 White : Phase 3

Position.6 3way Spox Connector

Pin.1 Yellow : +5V Pin.2 Green : O/P Pin.3 Black : GND

Position.7

Green Fit 1/4" female AMP crimp and boot. Black Fit 1/4" female AMP crimp and boot.

Main Cabinet Harness – 96.877.225

Position.8 10 way Mini-Fit Jnr Receptacle

Pin.1 : N/C : N/C Pin.2 Pin.3 : N/C

: 12V O/P Motor Common Pin.4 Red Pin.5 Red : 12V O/P Motor Common

Pin.6 : N/C

Pin.7 Yellow x 2 :5V O/P Optos

Pin.8 : N/C Pin.9 Black : GND Pin.10 Black : GND

12 way Mini-Fit Jnr Receptacle Position.9

Pin.1 : N/C

Pin.2 White : Stop Button Lamp : Stop Button 12V Pin.3 Red

: N/C Pin.4 Pin.5 : N/C : N/C Pin.6

Pin.7 White : Stepper Motor Phase 0 Pin.8 White : Stepper Motor Phase 1 : Stepper Motor Phase 2 Pin.9 White : Stepper Motor Phase 3 Pin.10 White

Pin.11 N/C : GND

N/C Pin.12 : GND

Position.10 6 way Mini-Fit Jnr Receptacle

Pin.1 Black : GND Supply (Logic)

: N/C Pin.2

Pin.3 Red : 12V Supply Pin.4 Red : 12V Supply

: GND Supply (Power) Pin.5 Black

Pin.6 : N/C

Position.11 8 way Mini-Fit Jnr Receptacle

Pin.1 Black : GND Pin.2 Black : GND

Pin.3 N/C : Spare Input : L.H. Opto Input Pin.4 Green : Spare Input Pin.5 N/C Pin.6 N/C : Spare Input : Stop Button Input : R.H. Opto Input Pin.7 Green

Pin.8 Green

Main Cabinet Harness - 96.877.225

Position.12	12 way 0.156" Housing		
Pin.1 N/C		Pin.7 Red	: 12V
Pin.2 N/C		Pin.8 Red	: 12V
Pin.3 Red	: 12V	Pin.9 Black	: GND
Pin.4 Red	: 12V	Pin.10 Black	: GND
Pin.5 Red	: 12V	Pin.11 Black	: GND
Pin.6 Red	: 12V	Pin.12 Black	: GND
Position.13	9 way 0.156" Housing		
Pin.1 Pink	: 24V	Pin.6 N/C	: GND
Pin.2 N/C	: 5V	Pin.7 N/C	: GND
Pin.3 N/C	: -12V	Pin.8 N/C	: 44V
Pin.4 N/C	: GND	Pin.9 N/C	: 44V
Pin.5 Black	: GND		

Position.14 6 way Mini-Fit Jnr Plug

Pin.1 Black : GND

Pin.2 Black x 2 : GND

Pin.3 Green : Hopper Count Input

Pin.4 White : Hopper Enable Output

Pin.5 Pink : 24V

Pin.6 Pink x 2 : 24V

Position.15

White Strip 6mm and tin : Diverter Relay Red Strip 6mm and tin : 12V

Position.16 7 way 0.1" KK Connector

Pin.1 Red x 2 : 12V

: Cash Box Meter Pin.2 White

Pin.3 Polarised

Pin.4 Red x 2 : 12V
Pin.5 White : Ticket Count Meter

Pin.6 Red : 12V Pin.7 White : Coin Count Meter

Main Cabinet Harness – 96.877.225

Position 17 12 way Amp Mate-N-Lock receptacle.

1. Red x 2 : 12V

White : Low Lamp
 Black x 2 : Trembler GND

Green x 2 : Trembler
 Blue : Ticket Notch
 Black : Ticket GND
 White : Ticket Enable
 Red : Ticket 12V

9. N/C

10. N/C

11. N/C

12. N/C

Position.18 13 way 0.156" Housing

White/Black : Speaker
 White/Black : Speaker

3. Polarised

4. Black : GND 5. Red : 12V

12. White : Coin In Sound
13. White : Tilt Sound

Position.19 8 way Mini-Fit Jnr Receptacle

Pin.1 Black : GND
Pin.2 Black : GND
Pin.3 Green : Tilt Input
Pin.4 N/C : Coin 2 Input
Pin.5 N/C : Spare Input
Pin.6 N/C : Coin 3 Input
Pin.8 Green : Coin 1 Input

Position.20 6 way Mini-Fit Jnr Receptacle

Pin.1 Black : GND Supply (Logic)

Pin.2 : N/C

Pin.3 Red : 12V Supply

Pin.4 Red : 12V Supply (10V)
Pin.5 Black : GND Supply (Power)

Pin.6 Pink : 24V

Main Cabinet Harness – 96.877.225

Position.21 12 way Mini-Fit Jnr Receptacle
Pin.1 White : Diverter Relay Output

Pin.2 White : Low Lamp
Pin.3 Red : Low Lamp 12V

Pin.4 White : Cash box Counter Output
Pin.5 White : Ticket Counter Output
Pin.6 White : Coin Counter Output
Pin.7 White : Coin In Sound Output
Pin.8 N/C : Win Sound Output
Pin.9 N/C : Error Sound Output
Pin.10 White : Tilt Sound Output

Pin.11 N/C : *GND*

Pin.12 Black : GND

Position.22 10 way Mini-Fit Jnr Receptacle

Pin.1 Pink : 24V Output

Pin.2 Green : Hopper Count Input Pin.3 Blue : Ticket Notch Input

Pin.4 Red : 12 V O/P Pin.5 Red : 12 V O/P

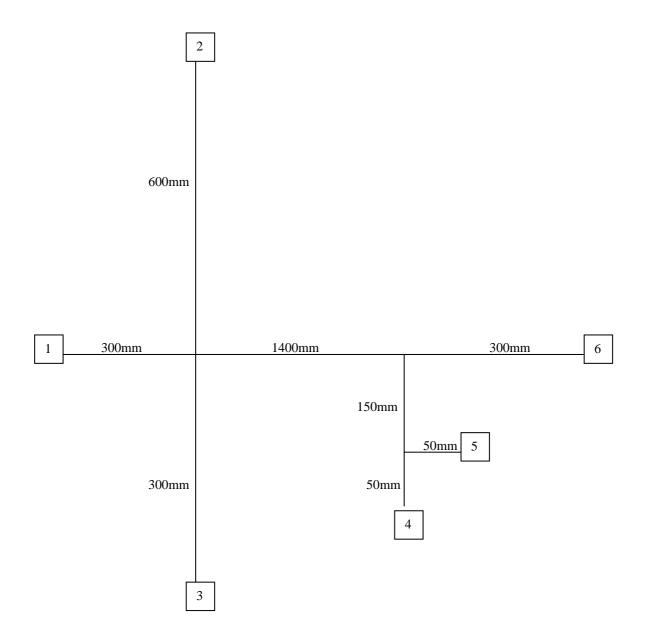
Pin.6 White : Hopper Enable Output

Pin.7 N/C : 5V

Pin.8 White : Ticket Enable Output

Pin.9 Black : GND Pin.10 Black : GND

Cabinet Harness Formation/Connection Details Mains Harness – 96.877.226



Cabinet Harness Formation Details

Mains Harness - 96.877.226

Position 1	IEC Rewireable plug
L	Black x 2
N	White
_	•

E Green

Position 2 3 way Mate-N-Lock pin crimps.

Pin.1 Black Pin.2 White x 2 Pin.3 Green x 2

Position 3

Black Strip 6mm and tin. Strip 6mm and tin.

Position 4 2 way Mate-N-Lock socket crimps.

Pin.1 Black x 2 Pin.2 White x 2

Position.5 4mm Ring Tag

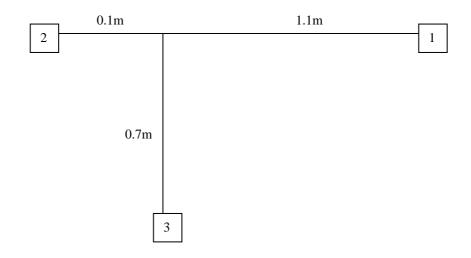
Green

Position 6 2 way Mate-N-Lock socket crimps.

Pin.1 Black Pin.2 White

Cabinet Harness Formation Details

Dichroic Lamp Harness - 96.877.231



Position.1 4 way Molex plug.

Pin.1 Orange

Pin.2 Yellow

Pin.3 Yellow/Black

Pin.4 Orange/Black

Positions.2 2 way receptacle Mate-N-Lock.

Pin.1 Orange/Black

Pin.2 Orange.

Positions.3 2 way receptacle Mate-N-Lock.

Pin.1 Yellow/Black

Pin.2 Yellow