

ELECTROCOIN AUTOMATICS LTD

SERVICE MANUAL

# SPACE GUN

TAITO CORPORATION

PART NO 64082



SPECIFICATIONS:

- 1. Power Supply HANTAREX US 250
- 2. Power Consumption 140w
- 3. Play Pricing Adjustable on Dip switches
- 4. TV Monitors HANTAREX 25" MTC 9000
- 5. Dimensions  
Width : 727  
Depth : 1051 (1065 with plinth fitted)  
Height : 1975
- 6 Weight Approximately: 150kg

\* The specifications and appearance may be changed for improvement.

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## PRECAUTIONS TO BE OBSERVED WHEN INSTALLING MACHINE

THIS VIDEO GAME IS FOR INDOOR USE ONLY.  
WHEN INSTALLING AVOID PLACES MENTIONED BELOW

1. PLACES SUBJECT TO CONDENSATION DUE TO HUMIDITY.
2. IN THE PROXIMITY OF AN INDOOR SWIMMING POOL OR SHOWER.
3. PLACES SUBJECT TO DIRECT SUNLIGHT.
4. VICINITY OF HIGHLY INFLAMMABLE/VOLATILE CHEMICALS.
5. UNEVEN SURFACES.
6. VICINITY OF FIRE EXITS AND FIRE EXTINGUISHERS.
7. DUSTY ATMOSPHERE.

## INSTALLATION

IT IS IMPORTANT TO AVOID ROUGH HANDLING OF THIS MACHINE AS CERTAIN PARTS ARE FRAGILE.

UPON REMOVAL OF THE SHIPPING CARTON EXAMINE THE EXTERIOR OF THE CABINET FOR DENTS, CHIPS OR BROKEN PARTS.

ACCESS TO THE APPLIANCE SHOULD ONLY BE MADE BY QUALIFIED PERSONNEL FOR ANY PURPOSE.

INSPECT THE INTERIOR OF THE CABINET AS FOLLOWS:

A) CHECK THAT ALL THE PLUG IN CONNECTORS ARE FIRMLY SEATED i.e. THE EDGE CONNECTOR ON THE CPU BOARD. IF ANY CONNECTORS ARE FOUND UNPLUGGED IT IS IMPORTANT WHEN RE-PLUGGING NOT TO FORCE THE CONNECTORS TOGETHER. AS SOME MAY BE KEYED AND ONLY GO ON IN THE PROPER ORIENTATION.

B) CHECK THAT ALL PLUG-IN INTEGRATED CIRCUITS AND SUB BOARDS ON THE GAME PCB ARE FIRMLY SEATED IN THEIR SOCKETS.

C) CHECK ALL SUB ASSEMBLIES SUCH AS THE POWER SUPPLY FOR SECURE MOUNTING.

ENSURE THE MAINS SUPPLY IS CORRECT FOR OPERATION OF THE MACHINE, AND THAT THE SUPPLY HAS A GOOD EARTH CONNECTION.

## SAFETY/MAINTENANCE

THIS VIDEO GAME REQUIRES CERTAIN MAINTENANCE TO KEEP IT IN GOOD WORKING ORDER.

IT IS ADVISED THAT THE SITE MANAGER CHECKS THE SERVICEABILITY OF THE MACHINE DAILY.

## WARNING

HIGH VOLTAGES EXIST WITHIN THE MACHINE SO IT IS ADVISABLE THAT ONLY QUALIFIED SKILLED PERSONNEL SHOULD TOUCH ANY INTERNAL PARTS OF THE MACHINE. THE HIGH VOLTAGES PRESENT MAY CAUSE SHOCK OR EVEN FATALITY WITH MISUSE. ALWAYS TURN THE MACHINE OFF BEFORE COMMENCING ANY WORK.

HIGH VOLTAGES MAY EXIST IN ANY MONITOR UNIT, EVEN WITH THE POWER DISCONNECTED. USE EXTREME CAUTION AND DO NOT TOUCH ELECTRICAL PARTS, OR THE YOKE WITH YOUR HANDS OR WITH METAL OBJECTS HELD IN YOUR HANDS. INFORMATION ON THE MONITOR FUSES ARE CONTAINED IN THE MONITOR MANUAL SUPPLIED WITH THIS MACHINE.

## CAUTION

DO NOT USE FUSES OTHER THAN THOSE SPECIFIED, FOR THE CONTINUED PROTECTION OF YOUR GAME.

NEVER CONNECT OR DISCONNECT ANY CONNECTORS OF THE PCB, OR RESET THE DIP SWITCH SETTINGS WHILE THE POWER IS ON.

REGULARLY CLEAN THE OUTSIDE OF THE CABINET. DO NOT DRY WIPE ANY OF THE ACRYLIC PANELS, BECAUSE ANY DUST CAN SCRATCH THE SURFACE AND RESULT IN FOGGING THE PLASTIC. ACRYLIC SURFACES MAY BE CLEANED WITH ANY NON-ABRASIVE HOUSEHOLD CLEANER.

## GAME DESCRIPTION

Beware! The Galaxy is being invaded.  
Destroy the monsters with powerful automatic machine guns.  
You have been ordered to rescue the hostages immediately.

## STORY

The year is 2019 A.D. Man takes deep space exploration to a new level of sophistication. However, at a distant space colony, a sudden escalation of unexplained disappearances and deaths caused the Federal Government of the Earth to launch a thorough investigation. Their best team of commandos is emitting from an earth bound cargo ship. The crew has been taken hostage by unknown life form and are in great danger if not rescued immediately. The alien life forms must be destroyed before they reach their final conquest. . . The Earth.

## HOW TO PLAY

This high powered shooting game is in the first person perspective and can be played by one or two players simultaneously. A second player can join the game at any time. Grab the controls and start shooting.

The hostages must be rescued while annihilating the alien monsters which appear in seven exhausting rounds.

The game is over when the players LIFE ENERGY has expired when no hostages have been rescued, or when the seven rounds have been completed.

A LIFE ENERGY capsule appears periodically to restore life to the player. In addition to the endless supply of bullets, the player can collect special weapons including Freeze, Blade and Fire Bombs. All of these put unprecedented power into the players hands.

## OPERATION

The controls include a high powered pump-action fully automatic machine gun and a foot pedal to assist the player in manoeuvring through the large infested ship.

The pump action allows the player to select the special weapons. Then the player simply pulls the trigger to unleash destructive power.

The foot pedal allows the player to reverse his direction of travel, giving the player the manoeuverability required to explore the ship.

## DIP SWITCH SETTINGS

### DIP SW A

<u>SETTINGS</u>	<u>POSITIONS</u>	1	2	3	4	5	6	7	8
LASER SIGHT	APPEARS AS AN ITEM APPEARS ALWAYS	OFF	OFF ON						
TEST MODE	NORMAL GAME TEST MODE			OFF ON					
ATTRACT MODE	WITH WITHOUT				OFF ON				
COIN A PRICING	1 COIN 1 PLAY 2 COINS 1 PLAY 3 COINS 1 PLAY 4 COINS 1 PLAY					OFF ON OFF ON	OFF ON		
COIN B PRICING	1 COIN 2 PLAYS 1 COIN 3 PLAYS 1 COIN 4 PLAYS 1 COIN 5 PLAYS							OFF ON OFF ON	OFF ON

### DIP SW B

		1	2	3	4	5	6	7	8	
GAME DIFFICULTY EASY A DIFFICULTY B	RANK B RANK A RANK C RANK D	OFF ON OFF ON	OFF	OFF	OFF	OFF	OFF			
CONTINUE	WITH WITHOUT								OFF ON	
CHANGE OVER OF PEDALS & SWITCH	PEDALS ARE USED SELECT SW. ARE USED									OFF ON



## SOUND CODE 0

RAM OK  
ROM OK  
SOUND OK

Press any of the switch's and for example if you press Service then the screen will display SERVICE: ON etc.

To Exit test mode turn the machine off turn Dip Sw A-3 off and then turn the machine back on. The machine will now be in normal game mode.

EDGE CONNECTOR

*Solder*

*Parts*

BLK	GND	A   1	GND	BLK
BLK	GND	B   2	GND	BLK
PNK	+5v	C   3	+5v	PNK
PNK	+5v	D   4	+5v	PNK
VIO	-5v	E   5	-5v	VIO
RED/BLK	+13v	F   6	+12v	ORG
KEYWAY		H   7	KEYWAY	
ORG/GRN	SP L-	J   8	SP L+	ORG/VIO
GRY/WHT	SP R-	K   9	SP R+	GRY/BLK
YEL/RED	ROTARY 2	L   10	ROTARY 1	YEL/BRN
YEL/GRN	ROTARY 3	M   11		
GRN/BLK	START PL 1	N   12		
GRN/RED	START PL 2	P   13		
BLU/BLK	BOMB PL 1	R   14		
WHT/BLU	TRIGGER PL1	S   15	BOMB PL2	RED/GRN
RED/BLU	TRIGGER PL2	T   16	SERVICE SW	GRY/BLU
YEL/BLK	COIN SW B	U   17	COIN SW A	ORG/BLK
WHT/YEL	METER B	V   18	METER A	WHT/ORG
		W   19		
RED/WHT	COIL 2P	X   20	COIL 1P	RED/YEL
GRN	VIDEO GRN	Y   21	VIDEO RED	RED
WHT	VIDEO SYNC	Z   22	VIDEO BLUE	BLU
GRY/GRN	VR 2P X	AA   23	VIDEO GROUND	BLK
GRY/RED	VR SP Y	AB   24	VR 1P X	YEL
YEL/BLU	ACCEL 1	AC   25	VR 1P Y	GRY
BLU/YEL	ACCEL 2	AD   26		
BLK	GND	AE   27	GND	BLK
BLK	GND	AF   28	GND	BLK

CONNECTOR INFORMATION

CONNECTOR LBS 9 WAY AMP M+L MALE HSNG (MALE PINS)

<u>PIN</u>	<u>COLOUR</u>	<u>FUNCTION</u>
1	PNK	+5VDC
2	PNK	+5VDC
3		
4	BLK	GROUND
5	BLK	GROUND
6	BLK	GROUND
7	BLK	GROUND
8	ORG	+12VDC
9	VIO	-5VDC

CONNECTOR MS 4 WAY AMP M+L MALE HSNG (MALE PINS)

<u>PIN</u>	<u>COLOUR</u>	<u>FUNCTION</u>
1	BRN	135v
2	RED/BRN	0v
3	ORG	0v
4	YEL	240v

CONNECTOR F 9 WAY AMP M+L MALE HSNG (FEMALE PINS)

<u>PIN</u>	<u>COLOUR</u>	<u>FUNCTION</u>
1	RED/BLK	+13VDC
2		
3		
4	BLK	GROUND
5		
6		
7		
8	GRY/YEL	+24VDC
9	GRY/YEL	+24VDC

CONNECTOR V 12 WAY AMP M+L MALE HSNG (FEMALE PINS)

<u>PIN</u>	<u>COLOUR</u>	<u>FUNCTION</u>
1	BLK/BLU	VIDEO GROUND
2		
3	BLU	VIDEO BLUE
4	WHT	VIDEO SYNC
5	RED	VIDEO RED
6	GRN	VIDEO GREEN
7	BRN	135V MONITOR SUPPLY
8		
9	YEL	240 V MONITOR SUPPLY
10	RED/BRN	0V MONITOR SUPPLY
11		
12	ORG	0V MONITOR SUPPLY

CONNECTOR K 9 WAY AMP MINI M+L FEMALE HSNG (MALE PINS)

<u>PIN</u>	<u>COLOUR</u>	<u>FUNCTION</u>
1	PNK	+5VDC
2	YEL	VR 1P X
3	GRY	VR 1P Y
4	BLK	GROUND
5	WHT/BLU	TRIGGER SW
6	BLU/BLK	BOMB SW
7	GRY/YEL	+12VDC
8	RED/YEL	COIL
9	GRN/YEL	EARTH

CONNECTOR K1      9 WAY AMP MINI M+L FEMALE HSNG (MALE PINS)

<u>PIN</u>	<u>COLOUR</u>	<u>FUNCTION</u>
1	PNK	+5VDC
2	GRY/GRN	VR 2P X
3	GRY/RED	VR 2P Y
4	BLK	GROUND
5	RED/BLU	TRIGGER SW
6	RED/GRN	BOMB SW
7	GRY/YEL	+24VDC
8	RED/WHT	COIL
9	GRN/YEL	EARTH

CONNECTOR C      6 WAY AMP M+L HSNG (MALE PINS)

<u>PIN</u>	<u>COLOUR</u>	<u>FUNCTION</u>
1	ORG	+12VDC
2	PNK	+5VDC
3	YEL/BLK	COIN 2
4		
5	BLK	GROUND
6	ORG/BLK	COIN 1

CONNECTOR A      4 WAY AMP MINI M+L FEMALE HSNG (MALE PINS)

<u>PIN</u>	<u>COLOUR</u>	<u>FUNCTION</u>
1	BLK	GROUND
2	YEL/BLU	ACCEL 1
3	BLU/YEL	ACCEL 2
4	GRN/YEL	EARTH

CONNECTOR E      3 WAY AMP M+L FEMALE HSNG (MALE PINS)

<u>PIN</u>	<u>COLOUR</u>	<u>FUNCTION</u>
1	PNK	+5VDC
2		
3	WHT/RED	CREDIT BD METER (If electronic mech fitted)

CONNECTOR SERVICE SW      PUSH SWITCH

<u>COLOUR</u>	<u>FUNCTION</u>
GRY/BLU	SERVICE SW
BLK	GROUND

CONNECTOR VOL.      ROTARY MIDGET WAFER SWITCH

<u>COLOUR</u>	<u>FUNCTION</u>
YEL/BRN	VOLUME 1
YEL/RED	VOLUME 2
YEL/GRN	VOLUME 3

CONNECTOR H      0.187" FASTONS + COVERS

<u>COLOURS</u>	<u>FUNCTION</u>
GRN/BLK	START PL1
GRN/RED	START PL2
BLK	GROUND

CONNECTOR SP      BOMB TERMINATIONS

<u>COLOUR</u>	<u>FUNCTION</u>
ORG/VIO	SPEAKER L+
ORG/GRN	SPEAKER L-
GRY/BLK	SPEAKER R+
GRY/WHT	SPEAKER R-

## COIN CONTROLS CCU

### TECHNICAL DATA

#### APPLICATIONS

CCU with sentinel

The CCU is designed to work with the sentinel 30 range of validators in a single or dual currency mode. All connections to the validators are directly from the CCU. Connections to the host machine being via the 6 way connector. If it is required that the host machine controls inhibits directly then the inhibit wiring will need to be modified to suit the application.

#### SWITCH SETTINGS FOR CCU

Totalising switch

As each coin is accepted, the number of credits generated by the coin are calculated by dividing the coin value by the price per credit. The result is added to the credit total. In non-totalise mode, if the coin is 20p or 10p, any money remaining after the credit calculation is added to the next 20p/10p entered before the next credit calculation is performed. If the coin is £1 or 50p then the additional credits will also be added to the credit total. In totalise mode all 20p and 10p coins are added together. Whenever this total exceeds £1 or 50p then the corresponding additional credits are added to the credit total. A time limit is placed on the totalisation to prevent the money total from being passed from one used to the next.

S11 ON - TOTALISE MODE  
S11 OFF - NON TOTALISE MODE

#### CURRENCY SELECT SWITCH

Most coin sets have a fixed ratio of 100, 50, 20, 10 eg. 100p, 50p, 20p, 10p, but a small number of coin sets possess a different ratio eg. 100 cents, 25 cents, 10 cents, 5 cents. On the CCU an option switch is available to allow an operator to select the coin set required. When the standard coin set is selected, the meter output pulses are in units of 10p. For the non-standard coin set, the meter output pulses are in units of 5c.

S12 ON - NON-STANDARD COIN SET (100, 25, 10, 5)  
S12 OFF - STANDARD COIN SET (100, 50, 20, 10)

#### INHIBIT SWITCHES

The inhibit switches are connected directly to the sentinel. There are individual switches for 11-14 and 15,6 and 17,8.

NOTE: When sentinel is used in dual currency mode, and 15,6 and 17,8 are enabled by setting SW17 and 18 on. Then both currencies must have the same coin ratios.

#### 4.4 PRICE SETTING

The price settings switches are arranged in three groups:- 5 switches for the basic price per credit, 3 switches for the number of additional credits bought by the highest value coin eg. £1.

2 switches for the number of additional credits bought by the second highest value coin eg. 50p.

PROGRAMMING INFORMATION

PRICE PER GAME FOR 100, 50, 20, 10 COIN SET

<u>SW1</u>	<u>SW2</u>	<u>SW3</u>	<u>SW4</u>	<u>SW5</u>	<u>UNITS/GAME</u>
X	ON	ON	ON	ON	5
X	OFF	ON	ON	ON	10
X	ON	OFF	ON	ON	20
X	OFF	OFF	ON	ON	30
X	ON	ON	OFF	ON	40
X	OFF	ON	OFF	ON	50
X	ON	OFF	OFF	ON	60
X	OFF	OFF	OFF	ON	70
X	ON	ON	ON	OFF	80
X	OFF	ON	ON	OFF	90
X	ON	OFF	ON	OFF	100
X	OFF	OFF	ON	OFF	110
X	ON	ON	OFF	OFF	120
X	OFF	ON	OFF	OFF	130
X	ON	OFF	OFF	OFF	140
X	OFF	OFF	OFF	OFF	150

X = DON'T CARE

ADDITIONAL GAMES FOR HIGHEST VALUE COIN(COIN 1)

<u>SW6</u>	<u>SW7</u>	<u>SW8</u>	<u>FUNCTION</u>
ON	ON	ON	NO ADDITIONAL GAMES
OFF	ON	ON	1 ADDITIONAL GAME
ON	OFF	ON	2 ADDITIONAL GAMES
OFF	OFF	ON	3 ADDITIONAL GAMES
ON	ON	OFF	4 ADDITIONAL GAMES
OFF	ON	OFF	5 ADDITIONAL GAMES
ON	OFF	OFF	6 ADDITIONAL GAMES
OFF	OFF	OFF	7 ADDITIONAL GAMES

ADDITIONAL GAMES FOR SECOND HIGHEST COIN (COIN 2)

<u>SW9</u>	<u>SW10</u>	<u>FUNCTION</u>
ON	ON	NO ADDITIONAL GAMES
OFF	ON	1 ADDITIONAL GAME
ON	OFF	2 ADDITIONAL GAMES
OFF	OFF	3 ADDITIONAL GAMES

TOTALISING SWITCHES

S11 ON	TOTALISE MODE
S11 OFF	NON-TOTALISE MODE

CURRENCY SELECT SWITCHES

S12 ON	NON-STANDARD COIN SET (100, 25, 10, 5)
S12 OFF	STANDARD COIN SET (100, 50, 20, 10)

INHIBIT SWITCHES

S13	COIN 1	ON = ACCEPT	OFF = INHIBIT
S14	COIN 2		
S15	COIN 3		
S16	COIN 4		
S17	COIN 5/6		
S18	COIN 7/8		

PINOUT INFORMATION

<u>PIN</u>	<u>COLOUR</u>	<u>FUNCTION</u>
1.	YEL/BLK	10p MICROSWITCH OR N.P.N OPEN COLLECTOR INPUT.
2.	N/C	10p MICROSWITCH OR N.P.N. OPEN COLLECTOR INPUT.
3.	WHT/BLU	10p PNP INPUT (MS 111/SENTINEL)
4.	N/C	20p INPUT (MICROSWITCH)
5.	WHT/GRN	20p INPUT (MS 111/SENTINEL)
6.	N/C	50p INPUT (MICROSWITCH)
7.	WHT/BLK	50p INPUT (MS 111/SENTINEL)
8.	N/C	£1 INPUT (MICROSWITCH)
9.	WHT/YEL	£1 INPUT (MS 111/SENTINEL)
10.	BLU/BLK	0 VOLTS (10p INHIBIT)
11.	BLU/YEL	0 VOLTS (20p INHIBIT)
12.	BLU/ORG	0 VOLTS (50p INHIBIT)
13.	BLU/WHT	0 VOLTS (£1 INHIBIT)
14.	BLACK	0 VOLTS
15.	BLACK	0 VOLTS
16.	N/C	0 VOLTS
17.	N/C	0 VOLTS
18.	ORANGE	+ 12v DC
19.	ORANGE	+ 12v DC
20.	ORANGE	+ 12v DC
21.	BLU/VIO	- POSITIVE COMMON FOR MS111/SENTINEL
22.	WHT/RED	METER OUTPUT (NPN OPEN COLLECTOR)
23.	ORG/BLK	CREDIT OUTPUT (NPN OPEN COLLECTOR)
24.	N/C	0 VOLTS

## NOTES:-

- 1) Use 0 volts for negative common if plugging into MS 125 seperator unit.
- 2) Ensure that there is no coin meter connected across any input, eg. via a microswitch or an adaptor card.

NOTE: On most unigame adaptors pin 10 is linked to pin 24, and pin 11 is linked to pin 25, these links should be removed completely. Then short pin 11 to pin 12 on the adaptor card. This then uses the output from the credit board meter drive.

- 3) The meter will always total cash in 10p units regardless of any credit setting.
- 4) More than one coin mech may be fed into the PCB.

e.g. A) S10 (up to four)  
 B) S10 X MS 111  
 C) S10 X MS 125  
 D) S10 X Sentinel

- 5) Most credit boards are supplied with a standard credit loom.  
 (Part No 16315) fitted with a male 6 way amp mate 'N' lock connector.

Pinouts are shown below.

<u>PIN</u>	<u>COLOUR</u>	<u>FUNCTION</u>
1.	ORANGE	+12v DC SUPPLY
2.	PINK	+5v DC (LAMP SUPPLY)
3.	N/C	
4.	WHT/RED	TO COIN METER
5.	BLACK	0v DC
6.	ORG/BLK	COIN INPUT TO GAME PCB.

DIP SWITCH SETTINGS V-2

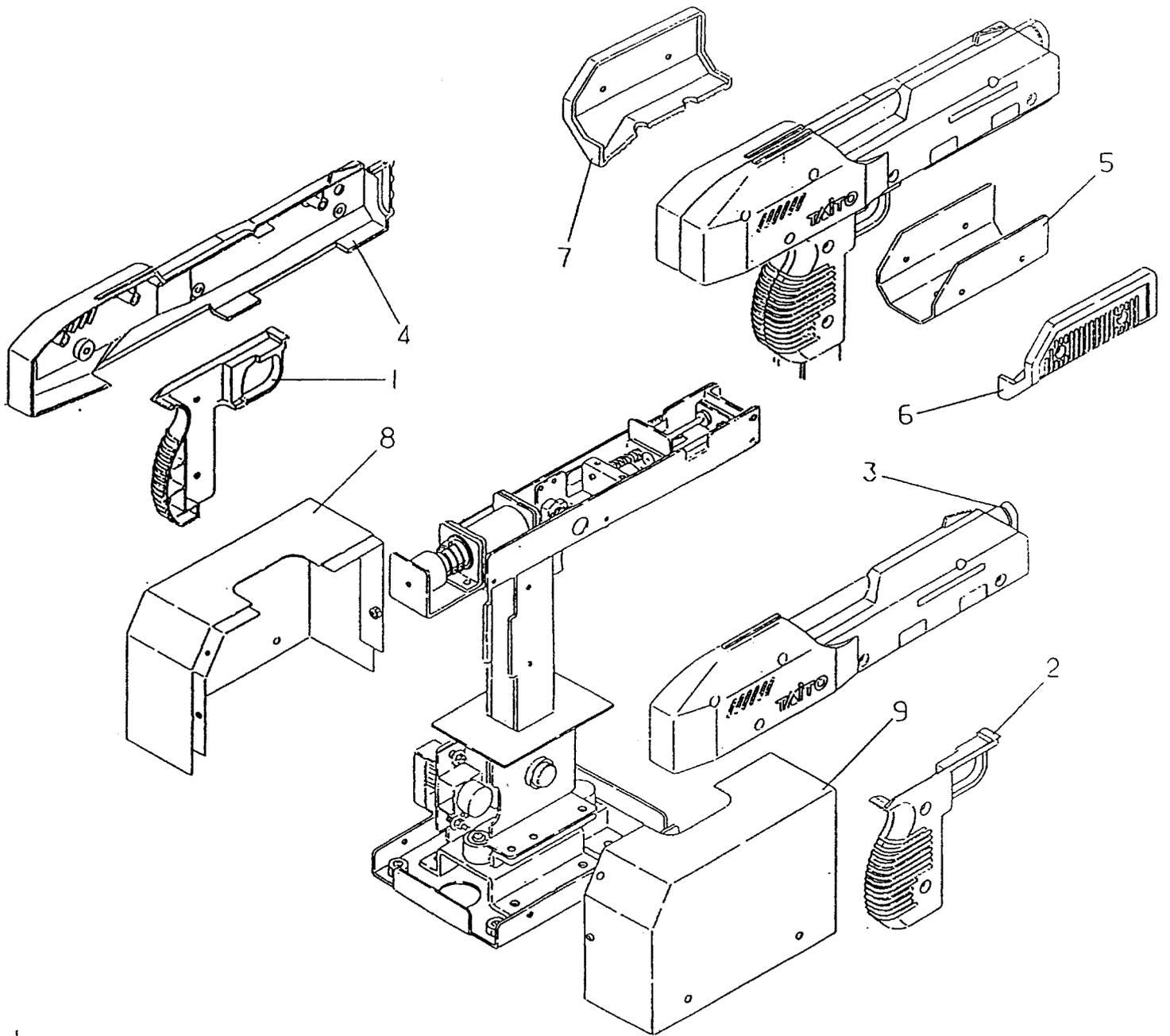
<u>FUNCTION</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>
<u>Bonus Games</u>	<u>Not used</u>							
None	on	on						
For every 50p	off	on						
For every £1	on	off						
For every £2	off	off						
1 Pulse per credit					on			
2 Pulses per credit					off			
Price per play								
10p					on	on	on	
20p					off	on	on	
30p					on	off	on	
40p					off	off	on	
50p					on	on	off	
60p					off	on	off	
£1					on	off	off	
£2					off	off	off	

Please Note:- A bonus game will only be awarded if the game price of play is less than the bonus value set. Also if a mixture of coins are inserted, the time interval between coins inserted must be of less than 5 seconds for the bonus to be awarded.

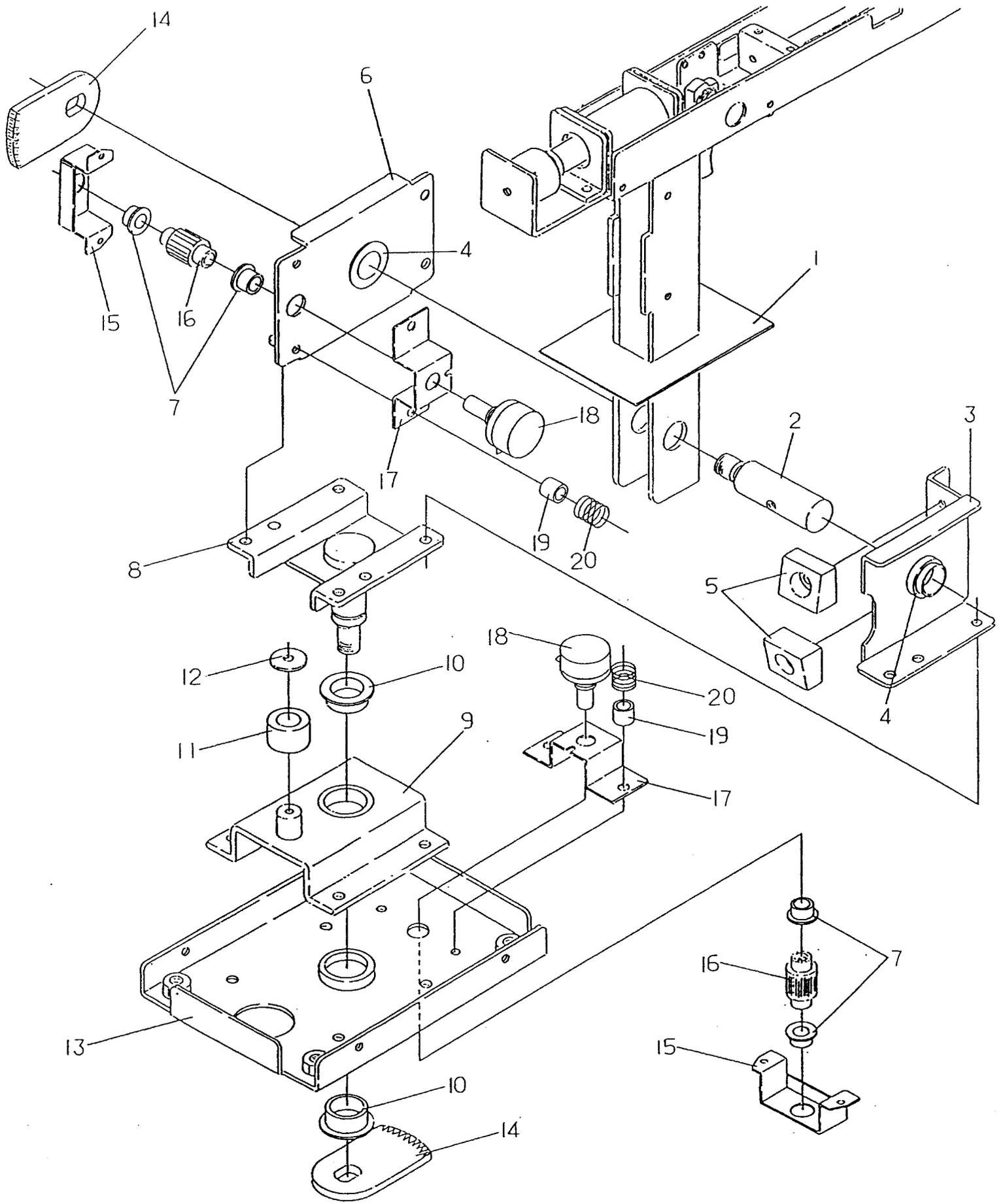
EXAMPLES OF SETTINGS (FOR £1 INSERTED).

Price of Play	Bonus Games	Credits	Bonus	Total
10p	off	10	None	10
10p	For every 50p	10	2	12
10p	For every £1	10	1	11
20p	off	5	None	5
20p	For every 50p	5	2	7
20p	For every £1	5	1	6
30p	off	3	None	3
30p	For every 50p	3	2	5
30p	For every £1	3	1	4
40p	off	2	None	3
40p	For every 50p	2	2	4
40p	For every £1	2	1	3
50p	off	2	None	2
50p	For every £1	2	1	3

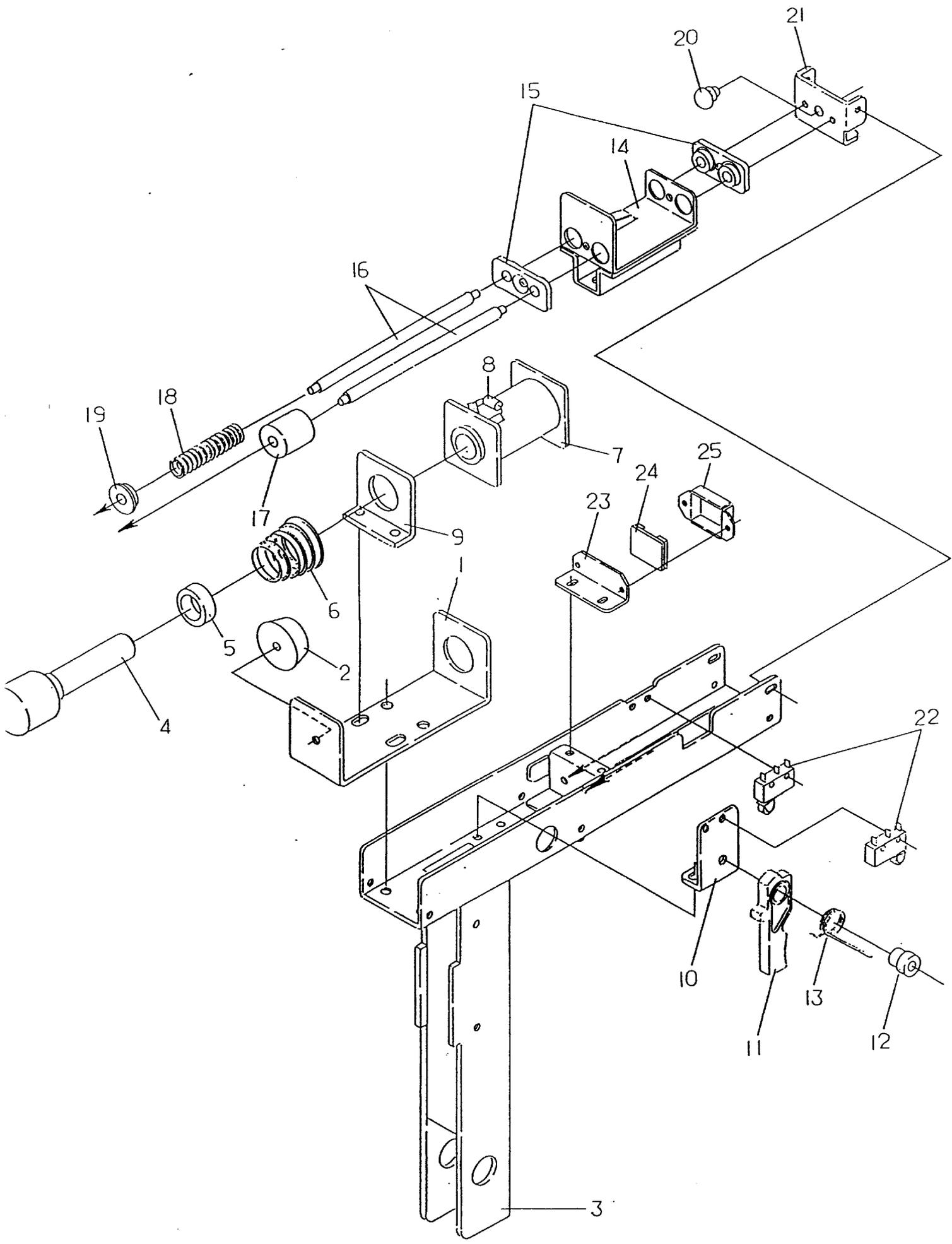
# GUN ASSEMBLY



ITEM	DESCRIPTION
	Gun Assy
1	GRIP A
2	GRIP B
3	GUN BODY A
4	GUN BODY B
5	SLIDE GRIP BASE
6	SLIDE GRIP A
7	SLIDE GRIP B
8	BASE COVER L
9	BASE COVER R



ITEM	DESCRIPTION
Gun Assy	
1	MASK
2	SUB SHAFT
3	SIDE BRACKET R
4	OILES DRYMET FLANGE BUSH LFF-1510
5	STOPPER RUBBER A
6	SIDE BRACKET L
7	OILES FLANGE BUSH 80F-0905
8	SHAFT BRACKET
9	UP BASE
10	OILES FLANGE BUSH 80F-1810
11	STOPPER RUBBER B
12	WASHER
13	UNDER BASE
14	GEAR A
15	GEAR BRACKET
16	GEAR B
17	VOLUME BRACKET
18	VARIABLE RESISTER EWSWI1L F20E53 B-5K
19	SPACER 5L
20	TENSION SPRING



## ITEM

## DESCRIPTION

## Gun Assy

1	SOLENOID BRACKET	
2	RUBBER LEG	K-24
3	FRAME	
4	PLUNGER	
5	CUSHION RUBBER	
6	SOLENOID SPRING	
7	SOLENOID	
8	DIODE	IN4003
9	L BRACKET	
10	TRIGGER BRACKET	
11	TRIGGER	
12	TRIGGER SPACER	
13	TRIGGER SPRING	
14	SLIDE BASE	
15	SLIDE BUSH	
16	SLIDE SHAFT	
17	SLIDE STOPPER RUBBER	
18	RETURN SPRING	
19	SPRING SPACER	
20	PUSH BUMPER	RB-516
21	STOPPER BRACKET	
22	MICRO SWITCH	SS-5GL2
23	MAGNET BRACKET	
24	MAGNET	
25	MAGNET COVER	
	K HARNESS	



## **ELECTROCOIN AFTERSALES & SERVICE LTD**

The above company has been formed as part of the Electrocoin Automatics Group at the Cardiff factory to provide the AfterSales Service necessary to support the variety of machines manufactured by Electrocoin Automatics Ltd. The company will be responsible for servicing both Spares and Technical requirements for all U.K. manufactured Electrocoin machines, all "Famous Games" products, and all Board Games distributed by Electrocoin Ltd.

Normal working hours are Monday to Friday 08.00 to 17.30 and Saturday morning 08.00 to 12.30.

AfterSales & Service Tel No: 0222 373059 during working hours, 0836 536195 after hours/weekends.

Please contact the following staff for:-

PARTS ENQUIRIES	- GARY SCOBLE
TECHNICAL INFORMATION	- IAN COLLEY
ACCOUNTS ENQUIRIES	- JULIE TIPPER
WORKSHOP MANAGER	- MIKE CALLAN
CREDIT CONTROLLER	- STEPHEN HARRIS

PLEASE REMEMBER, TO HELP US HELP YOU, PROMPT RETURN OF FAULTY PARTS IS ESSENTIAL.

Assuring you of the best attention at all times.

JEFF LANGLEY  
General Manager

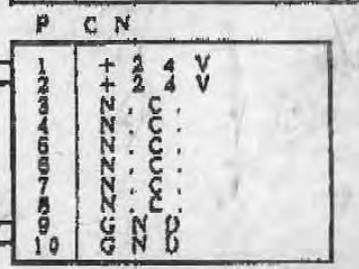
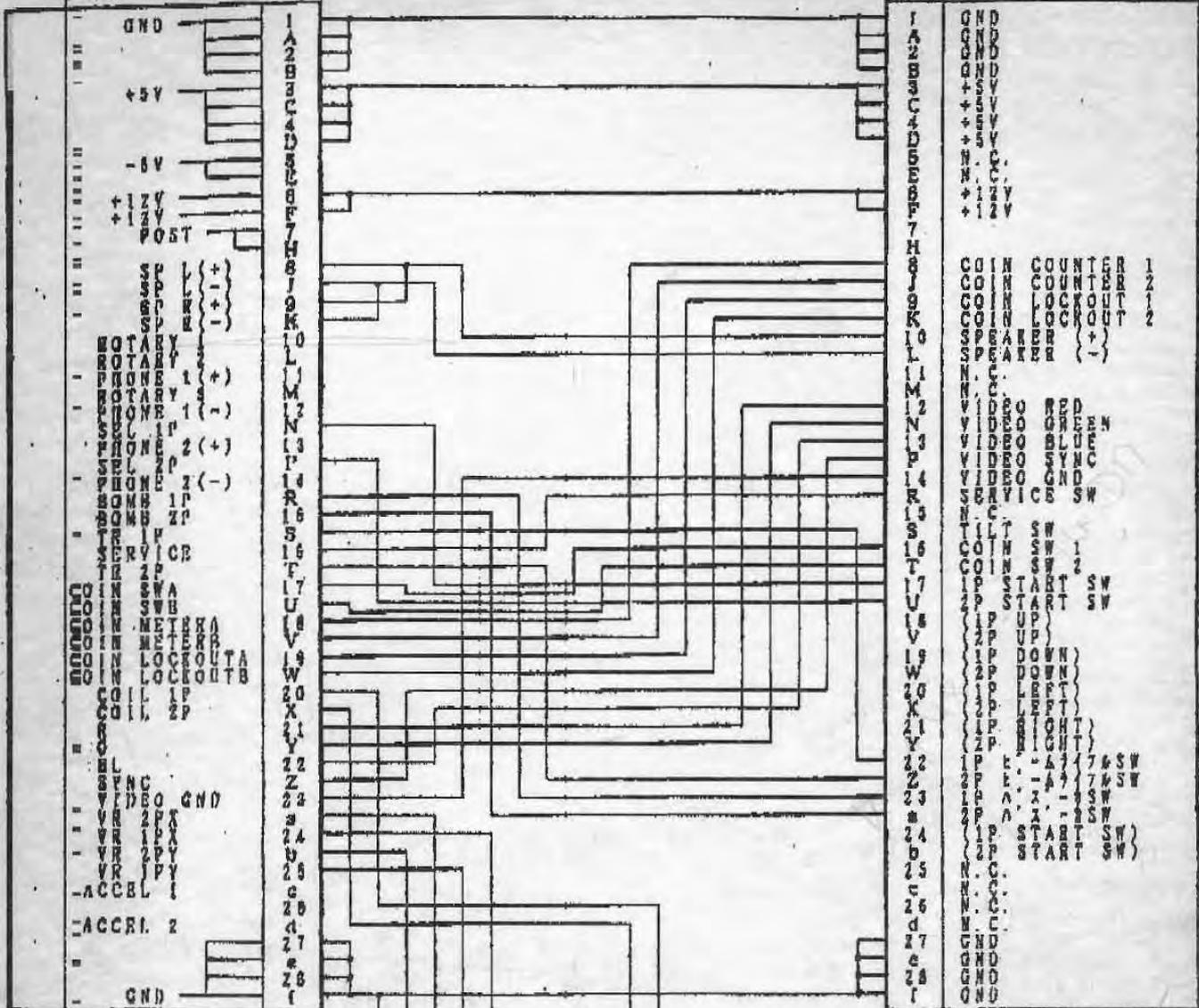
ELECTROCOIN AFTERSALES & SERVICE LTD.

# スペースガンからの改造

FOR SPACE GUN

スペースガン

<7917672-1177>



スィッチ'62' 26-9 ~ ←

スィッチ'62' 26-9 ~ ←

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